

THE #1 VIDEO-GAME TIPS MAGAZINE

GS 50229

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PORTABLES

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DECEMBER 1996

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## STAFF SECRETS



Editor in Chief **Chris Bieniek** is deeply disturbed by the fact that the guys in Metallica have not written a fast song in nearly 10 years. "When I heard the 'black' album," he says, "I figured, 'Well, they're getting older...maybe they needed to have a couple of slow tunes in their set so they're not killing themselves every night.' But now I know that something's very wrong."



Executive Editor **Wataru Maruyama** has been all over *Virtua Fighter 3* and is on the look out for *Tekken 3*. His holiday diet plan right now is 60% health food and 40% junk. Wataru watched a show about increasing the size of your brain as a child; now he wonders what life would be like if his head were any bigger.



Art Director **Ione Flores** has been trying her hand at meditation. She doesn't think she could do the Van Damme leg thing, but likes the idea of using Yoga-like exercises. "As long as I don't sweat too much," she cautions.



Senior Editor **Nikos Constant** has his eye on the special Virtual On Saturn joystick from Sega of Japan. (It looks just like the dual sticks on the arcade machine with the same style of decals.) It'll cost him a pretty penny, but he's not one to shy away from quality craftsmanship.



**Betty Hallock** has recently been inducted into the Pop Icon Hall of Fame. No one seems shocked or surprised and it did not require tons of letters addressed to Betty (as in *Miracle on 34th Street*) to authenticate her stature—though we have the mail to prove it. She is enjoying her cranberry mustard from Boston.



**Tyrone Rodriguez** has been shoring up his gaming skills after Wataru's show of prowess in *Tekken 2*. He has been dressing up in disguise (he's a very recognizable guy) and challenging unsuspecting players in arcades. He vows to be unbeatable when *Street Fighter III* is released.



T&P's Editorial Assistant **Deborah Lockhart** has been eating too many barbecue ribs and salami sandwiches lately. She has been doing jumping jacks in the hallway when nobody is looking (at least, that's what she tells us.)

Got a cool cheat, burning question or special message for the T&T staff? Send your tips, tricks, queries and comments to:

**TIPS & TRICKS**  
8484 Wilshire Blvd.  
Suite 900  
Beverly Hills, CA 90211

We can't respond to every letter personally, but we do read them all and we enjoy hearing from you—even if you're a weirdo.

#### DOCTOR DOOM

In your July, 1996 issue on page 53 under tips for the Super Nintendo Entertainment System, you incorrectly stated that "there are no cheats in the Super NES version of Doom." This statement is untrue and I would like you to print both this cheat code and a retraction: At the main menu, press Left, Left, Left, Right, Right, Left, Right, Right, Right, Left, Right on the D-pad to make the cheat option appear.

Sincerely yours,  
Sauron, the Dark Lord of Evil

Regarding the existence of codes for Williams' Doom for the Super NES, I would like to say that there is a code and you will NEVER find any codes other than this that will work. At the main menu, press L, L, L, R, R, L, L, R, R, L, R on the D-pad to make the cheat option appear. This code has been published in numerous publications, one of

which I have included. I and a source from within Williams have both confirmed the code. I would like, if it's not too much trouble, for you to publish this code and some kind of an explanation as to why you would withhold legitimate information such as this from your loyal readers. Thank you for your time.

Yours truly,  
Sauron, the Lord of all evil  
P.S. By saying that there are no cheat codes for Doom, you are in the process of lying, impressing a falsity upon the general public. This is illegal and immoral; please correct your mistake.

Here's your explanation, "Sauron": we did not publish this cheat code because it absolutely does not work. Do you own a copy of Doom? Do you believe that the code works just because one of our schmuck competitors said so? Or maybe it's because you are the dark lord of evil? Give us a break.

We may make a mistake every once in a while, tough guy, but we try very hard to make sure that all of our tips and tricks really do work, and that Doom code is as bogus as they come. Don't believe everything you read—unless you read it in *Tips & Tricks*. Like Mr. Wonka said, "We are the music makers...and we are the dreamers of the dream."

Oh, and speaking of "illegal and immoral" activity: Betty never got a chance to read that nasty letter you sent her, because we sent it back to your mama.

#### SLUG LIKE ME

I'm a huge fan of *Tips & Tricks* and I'm writing because I read the special arcade issue (August, 1996). My question is this: Will the Neo-Geo game

#### TOKEN OF THE MONTH



This month's token comes from Fun Harbor at Lakehurst Mall in Waukegan, Illinois. It was sent in by Terry Keno, a *Tips & Tricks* reader from Gurnee, IL. Thanks, Terry!



Arcade Players & Operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name and use your token as the "Arcade" icon in our strategy guides for one issue. Tape the token between two pieces of cardboard (so it doesn't come loose in the envelope) and send it to:

Token of the Month  
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Metal Slug be available for the Genesis any time soon ("soon" meaning within the next year)?

—Josh Anton  
Live Oak, CA

Good news and bad news, Josh: The good news is that Metal Slug is planned for home release during 1997. The bad news is that it won't be available for the Genesis. We have confirmed reports that the game will appear on both the Saturn and PlayStation platforms in Japan; unfortunately, American release dates have not yet been disclosed. I guess you know what to ask Santa for this year...



## THE HAWK GIRL

I never miss an issue of T&T and I usually get the last one in the store. They were selling fast because you covered what everyone likes: Arcade games! My favorite arcade game is Samurai Shodown III and my favorite character is the girl with the hawk. I can't remember her name.

—Marcia Armon  
Bakersfield, CA

P.S. I've drawn a picture of the girl with the hawk.



We like her too, Marcia; her name is Nakoruru. That's one fine drawing!

## GOLDEN DISCOVERY

In the August '96 issue of *Tips & Tricks*, there's a tiny boo-boo. In the strategy for *Golden Axe: The Duel*, Wat listed all of the previous *Golden Axe* games, but he missed two: A *Golden Axe* RPG came out for the Sega Master System around 1988 or 1989, and *Axe Battler*. A *Legend of Golden Axe* was released for the Game Gear a few months after the Game Gear appeared. I know because I own them, both are pretty good. I guess this means that *The Duel* is really *Golden Axe 7*.

—Charles Oliva  
Flushing, NY

Great observations, Charles! It's nice to hear that there are still some readers out there who remember the *Master System*. The gameplay of *Axe Battler* and the RPG *Golden Axe Warrior* was not exactly what hardcore *Golden Axe* fans were used to—but then, you could say the same thing about *The Duel*. Thanks for your informative letter.

## THE PLAYSTATION IS HOT

I found a way to keep the PlayStation cooler for a longer period of time without having to give it a rest. Sony recommends giving the PlayStation a rest for ten minutes every hour, but my methods keep the PlayStation cool for five hours longer:

- 1) Put the PlayStation on a milk crate, which keeps the air flowing freely underneath it.
- 2) Put 2% by 2% square blocks under each corner to keep air flowing under the PlayStation.

3) Lay two thick books about eight inches apart and rest the left and right edges of the PlayStation on top of them. The more air flow under the PlayStation, the cooler it will run!

—Ken Carpenter  
Rumford, RI

Great suggestions, Ken. However, the reason why Sony recommends a ten-minute rest every hour is not just because the machine needs a break; it's also because YOU should take a break.

## THAT WACKY RESIDENT EVIL

In your August, 1996 issue, you listed Game Shark codes that give you an oil can, a pick axe and dum-dum bullets in the game *Resident Evil* for the Sony PlayStation. After many hours of frustration and sleepless nights, I still can't figure what the heck these enhancements are for! Please help me before I lose even more hair!

—Paul Robles  
Mililani, HA

Sorry for the confusion, Paul. Those items may have served some purpose in pre-release copies of *Resident Evil* at some point during the game's development, but they cannot be used in the final version of the game. We thought our readers would be interested in the fact that the finished game still includes "leftover" graphics for these items at the inventory screens, but that's the only thing that those codes are good for, they let you get a look at three mysterious items that were deleted from *Resident Evil*.





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# STAR GLADIATOR

Capcom's cool 3-D fighter has many secrets that were still under wraps when we assembled last month's cover story. Here's some top-secret updated info that we've discovered in the last 30 days.

**EPISODE: I**  
**FINAL CRUSADE**

by Wataru Maruyama

A attack  
B attack  
Kick  
Guard

**BILSTEIN CODE!**

At the character-select screen (with the "short-cut" option turned off) highlight Hayato, hold **SELECT**, move the cursor to Gore and press G, K, G, K, A, A, A, B, B, B, K + G. You will hear a sound effect and an arrow will appear directing you off-screen to Bilstein! Now the Darth Vader impersonator is at your command.



## Bilstein's Moves

|                  |         |                 |                   |
|------------------|---------|-----------------|-------------------|
| Vertical Sword   | → + A   | Double Blaze    | ↓ ↑ + A, ↓ ↑ + A  |
| Side Sword       | → + B   | Hell Wind Sword | ← → + B           |
| Kick Break       | → + K   | Deadly Trips    | → + B, A, A       |
| Penetrate Sword  | ↘ + A   | Levitate        | K + G             |
| Ground Hell Wind | ↓ + B   | Celebrity Dive  | Jump, Landed A    |
| Centipede Kick   | ↘ + K   | Final Blastin   | → ↓ + ↓ ← + A + B |
| Space Sword      | ↓ ↑ + A | Irish Man       | ← + K             |
| Blaze Sword      | ↓ ↑ + A |                 |                   |





How fast can you do this?

## ENDINGS?

To see the real endings for the characters, you must beat Blstein before the timer reaches 6'00'00 (six minutes). Right after you defeat Blstein, a new challenger will enter. It is a new cosmic version of Blstein who glows like the deep-sea fish on those nature shows. He's very tough to beat and impossible to knock out of the ring. Finishing the game in under six minutes is tough and requires you to complete rounds as quickly as possible. No character in the game possesses enough power to deplete all of his or her opponents' life meters fast enough, so you must try to knock most of them out of the ring. Here is a quick tour of how it's done:

## WALL MODE

Once you have beaten the game, you'll find a new selection at the option menu. Wall mode changes the "ring out" aspect of the game as well as exaggerating the force of the characters' attacks. The only way your player can get knocked out of the ring is at the end of the match. If your fighter is close to the edge of the ring or gets hit with a strong attack, you will be blasted out!



## CAMERA ZOOM



After you win a match, hold  $\square + X$  before your character goes into his or her winning pose. During the winning pose, you will be able to move the camera around with the D-pad; use  $\Delta$  to zoom in and  $\square$  to zoom out.

Keep reading *Tips & Tricks* for further *Star Gladiator* coverage; we're on the trail of new codes for two additional hidden characters, including an exclusive PlayStation-only fighter who does not appear in the arcade version!



A new challenger?

Blstein again?

It's Main Street Electrical Parade Blstein!

New time records are set every day at the Ten offices.





## THE '96 MODEL

Another year, another SNK fighting sequel—but there won't be too many people griping about the latest *King of Fighters* installment. The biggest differences between this year's model and *King of Fighters '95* are the graphics and sound. The characters are bigger than ever and all of the animation has been redrawn. The result is a Neo-Geo visual feast, complete with some impressive memory-hogging pseudo-full-motion video effects and digitized graphic elements mixed in with traditional hand-drawn goods. But we're not here to tell you the game is great; our job is to tell you how to crush your opponents and make them beg for mercy!

Neo-Geo strategy

## IT'S THE GAMEPLAY

There are several aspects to look at here, so we've broken the gameplay areas into separate categories.

## COUNTERS

To balance out the combos, you can time attacks to counter an enemy onslaught. While your opponent is striking you, you can try to slip in an attack immediately after you block a punch or kick. Regular punches and kicks work as well as a select number of specials. You may get lucky if you start hitting some buttons while being attacked, but this will also open you up to more damage.

## RUSH COMBOS

As seen in *Real Bout: Fatal Fury*, the Rush combo system acts like the rapid button-pressing chain combos of *Street Fighter Alpha*; you hit a succession of punches and kicks in a flurry of attacks, which are tallied up and awarded a Rush number.



Perform a combination attack...



...and watch the Rush meter tally them up.

## SHORT JAB ANIMATIONS

All of the short jabs (A button) and kicks (B) have been given more frames of animation, which causes more of a delay during your strike (and in some cases, after it.) This makes the game more balanced and not totally offense-oriented.



Notice the extra delay.

## NEW DODGING

You can no longer dodge into the background with the ability to strike when coming back out. This option gave a slight advantage to "cheap" players, so SNK implemented a new system that allows you to roll forward or backward. It's more limited, but it's also much more fair. With the proper timing, you can even roll to dodge during a block.







# THE HERO TEAM



## Kyo Kusanagi

Kyo has really beefed up and has a bunch of new moves. He has a whole chart of connectable specials that must be followed in a certain order.

|                 |                         |
|-----------------|-------------------------|
| Fly Ball        | → ↓ ↘ + A or C          |
| Crescent Slash  | → ↓ ↘ ← + B or D        |
| New Wave Smash  | ↓ ↘ → + B or D or D + D |
| Wicked Chew     | ↓ ↘ → + A               |
| Poison Gnarfest | ↓ ↘ → + C               |
| Serpent Wave*   | ↓ ↘ ← ↘ ↓ → + A or C    |

## Benimaru Nikaido

His speed has always been his best weapon and although he has some more moves, he is still a weak link in this team.

|                             |                              |
|-----------------------------|------------------------------|
| Lightning Fist              | ↓ ↘ → + A or C               |
| Lightning Ligament Fistcuff | During jump, ↓ ↘ → + A or C  |
| Shinku Katatagoma           | → ↓ ↘ ← + B or D             |
| Saigo Kick                  | ↓ ↘ → + B or D               |
| Lighting Kick               | → ↓ ↘ + B or D               |
| Benimaru Coleda Crunch      | Near opponent, ← ↘ ↓ ↘ → + C |
| Heaven Blast Flash*         | ↓ ↘ → ↓ ↘ → + A or C         |

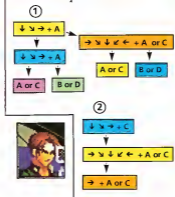
## Goro Daimon

The enforcer of the team is still a powerhouse and the new rolling dodge system works to his favor.

|                      |  |
|----------------------|--|
| Mincayer             | → ↓ ↘ + A or C                         |
| Super Ukemi          | ↓ + B or D                             |
| Cloud Toss           | ← ↘ ↓ ↘ → + A                          |
| Stamp Throw          | ← ↘ ↓ ↘ → + C                          |
| Earth Mover          | Near opponent, → ↘ ↓ ↘ ← → + C         |
| Heaven to Hell Drop* | Near opponent, → ↘ ↓ ↘ ← → ↘ ↓ ↘ ← + C |



## Kyo's Chart





## WARRIORS OF DESTINY TEAM

## Terry Bogard

Both his Rising Knuckles and Power Dunk moves are done with an uppercut motion elevating him into a higher power level. Almost too cheap.

|                  |                      |
|------------------|----------------------|
| Burning Knuckles | ↓ ↓ ← → + A or C     |
| Power Wave       | ↓ ↓ → → + A or C     |
| Crack Shot       | ↓ ↓ ← ← + B or D     |
| Rising Tackle    | → ↓ ↓ → + A or C     |
| Power Dunk       | → ↓ ↓ → + B or D     |
| Power Geyser*    | ↓ ↓ ← ← → → + A or C |

Andy Bogard

Andy has some nice moves, but there's something holding him back from taking his place at the top. His speed is probably hampering him.

|                   |  |
|-------------------|--|
| Zari Zi Ken       | $\downarrow \rightarrow \downarrow \rightarrow A \text{ or } C$                                  |
| Sho Ryu Dan       | $\rightarrow \downarrow \downarrow \rightarrow A \text{ or } C$                                  |
| Andy Breaker      | (Barang Jamal) $\downarrow \downarrow \rightarrow \downarrow \rightarrow B \text{ or } D$        |
| Sonic Split       | $\leftarrow \downarrow \downarrow \rightarrow \downarrow \rightarrow B \text{ or } D$            |
| Hisho Ken         | $\downarrow \downarrow \downarrow \rightarrow A \text{ or } C$                                   |
| Dam Breaker Punch | Meir opponent, $\downarrow \downarrow \downarrow \rightarrow \downarrow \rightarrow C$           |
| Super Sonic Split | $\downarrow \downarrow \leftarrow \downarrow \rightarrow \downarrow \rightarrow B \text{ or } D$ |

## Joe Higashi

Lightning Joe is stronger than ever, but his hurricane uppercut has been shortened to balance out his offense.

|                    |                      |
|--------------------|----------------------|
| Hurricane Upper    | ← ↖ ↓ ↘ → + A or C   |
| Tiger Kick         | → ↓ ↘ + B or D       |
| Slash Kick         | ← ↖ ↓ ↘ → + B or D   |
| Golden Heel Hurter | ↓ ↘ ← + B or D       |
| TNT Punch          | A or C repeatedly    |
| Screw Upper*       | ↓ ↘ → ↓ ↘ → + A or C |



## DRAGON TIGER TEAM

## Ryo Sakazaki

He's still very strong, but the **Art of Fighting** veteran has been toned down a bit to make him less cheap.

|                              |                              |
|------------------------------|------------------------------|
| Tiger Flame Punch            | ↓ ↘ → + A or C               |
| Lightning Legs Knockout Kick | → ↘ ↓ ↘ ← + B or D           |
| Koho                         | → ↓ ↘ + A or C               |
| Crazy Tiger Thunder Crusher  | ↓ ↘ ← + A                    |
| Kyokki Gen Kick              | Near opponent, ← ↘ ↓ ↘ → + C |
| Ryuko Rainbow*               | ↓ ↘ → ↘ ↘ ↘ + A or C         |
| Haoh Sho Koh Ken*            | → ← ↘ ↓ ↘ → + A or C         |

## Robert Garcia

Robert gets a new set of duds and a big gold medallion. Kicks are still his claim to fame.

|                               |                               |
|-------------------------------|-------------------------------|
| Dragon Blast Punch            | ↓ ↘ → + A or C                |
| Lightning Legs Knockout Punch | → ↘ ↓ ↙ ← + B or D            |
| Ryuga                         | → ↓ ↘ + A or C                |
| Flying Dragon Blast Punch     | During jump, ↓ ↙ ← + B or D   |
| Kyoku Gen Kick Dance          | After opponent, ← ↙ ↓ ↘ → + D |
| Hach Shu Koh Ken*             | ↘ ↙ ↓ ↘ → + A or C            |
| Ryuko Rambu*                  | ↓ ↘ → ↘ ↓ ↙ ← + A or C        |

## Yuri Sakazaki

Ryo's sister takes the place of Takuma (their father) and makes this team stronger or weaker depending on your playing style.

|                      |  |
|----------------------|--|
| Ko Oh Ken            | $\downarrow \rightarrow \rightarrow + A \text{ or } C$   |
| Rai Koh Ken          | $\downarrow \rightarrow \rightarrow + B \text{ or } D$   |
| Slap Attack          | $\rightarrow \rightarrow \downarrow \leftarrow + A \text{ or } C$                                    |
| Yun Super Upper      | $\rightarrow \rightarrow \downarrow \leftarrow + A \text{ or } C$                                    |
| Yun Super Knuckles   | $\downarrow \leftarrow \leftarrow + A \text{ or } C$   |
| Yun Super Kick       | $\downarrow \leftarrow \leftarrow + B \text{ or } D$   |
| Flying Phoenix Kick* | $\rightarrow \rightarrow \rightarrow \rightarrow \downarrow \leftarrow \leftarrow + A \text{ or } C$ |
| Haoh Sho Koh Ken*    | $\rightarrow \rightarrow \rightarrow \rightarrow \downarrow \leftarrow \leftarrow + A \text{ or } C$ |



## THE NEW ANGRY TEAM

### Leona

Kicking out Hsien-Hsien, this tough military woman mimics many of his moves and is already known as the new cheapmaster.

|                 |   |
|-----------------|---|
| Moon Slasher    | ↓ briefly, then ↑ + A or C              |
| X-caliber       | ↓ briefly, then ↑ + B or D              |
| Baltic Launcher | ← briefly, then → + A or C              |
| Grand Sabre     | ← briefly, then → + B or D              |
| V Slasher*      | During Jump, ↓ ↘ ↙ ↘ ↙ ↘ ↙ ↘ ↙ + A or C |

### Ralph

The man with the doo rag is almost exactly like he has been for the past two games. His throws seem to be more effective this time out though.

|                              |                                  |
|------------------------------|----------------------------------|
| Vulcan Punch                 | A or C repeatedly                |
| Gating Attack                | ← briefly, then → + A or C       |
| Blitzkrieg Punch             | ↓ briefly, then ↑ + A or C       |
| Ralph Kick                   | ← briefly, then → + B or D       |
| Super Argentine Back Breaker | Near opponent, ← ↘ ↙ ↘ ↙ ↘ ↙ + D |
| Super Vulcan Punch*          | ↓ ↘ ↙ ↘ ↙ ↘ ↙ ↘ ↙ + A or C       |
| Vulcan Punch Special*        | ↓ ↘ ↙ ↘ ↙ ↘ ↙ ↘ ↙ + B or D       |

### Clark

Ralph's buddy has all the same strengths and weaknesses, but differs in the regular punch and kick attacks.

|                              |                                      |
|------------------------------|--------------------------------------|
| Vulcan Punch                 | A or C repeatedly                    |
| Rolling Cradler              | ← ↘ ↙ ↘ ↙ ↘ ↙ + A or C               |
| Frankenstein                 | ← ↘ ↙ ↘ ↙ + B                        |
| Super Argentine Back Breaker | Near opponent, ← ↘ ↙ ↘ ↙ ↘ ↙ + D     |
| Hapalm Stretch               | → ↘ ↙ + A or C                       |
| Ultm Argentine Back Breaker* | Near opponent, → ↘ ↙ ↘ ↙ ↘ ↙ ↘ ↙ + C |



## PSYCHO SOLDIER TEAM

### Athena Asamiya

The hyper cute takes more finesse this time out, but is definitely stronger now than before. Her Phoenix arrow has been refined.

|                      |  |
|----------------------|--|
| Psycho Ball Attack   | ↓ ↘ ↙ + A or C   |
| Phoenix Arrow        | During jump, ↓ ↘ ↙ + A or C                                      |
| Psycho Sword         | → ↘ ↙ + A or C   |
| Psychic Teleport     | ↔ ↘ ↙ + B or D   |
| Shining Crystal Bit* | (In air or on ground) ← ↘ ↙ ↘ ↙ ↘ ↙ + A or C                     |
| Crystal Shooter*     | (In air or on ground) During Shining Crystal Bit, ↓ ↘ ↙ + A or C |

### Shii Kensu

The wacky Shii is still a threat and has had his kicks strengthened.

|                           |                             |
|---------------------------|-----------------------------|
| Super Bullet Attack       | ↓ ↘ ↙ + A or C              |
| Dragon Uppercut           | → ↘ ↙ + B or D              |
| Earth Dragon Fang Nibble  | ← ↘ ↙ ↘ ↙ + A               |
| Heaven Dragon Fang Nibble | ← ↘ ↙ ↘ ↙ + C               |
| Dragon Talon Tear         | During Jump, ↓ ↘ ↙ + A or C |
| Dragon Drubbing*          | ↓ ↘ ↙ ↘ ↙ ↘ ↙ + B           |
| Dragon God Drubbing*      | ↓ ↘ ↙ ↘ ↙ ↘ ↙ + D           |

### Chin Genzai

The old drunk was always the weakest link of the team, but now has connecting specials that are done in a series similar to Kyo.

|                      |  |
|----------------------|--|
| Gourd Attack         | ↓ ↘ ↙ + A or C   |
| Burning Sake Belch   | → ↘ ↙ + A or C   |
| Rolling Punch        | ← ↘ ↙ ↘ ↙ + B or D, → ↘ ↙ + B or D, ← ↘ ↙ ↘ ↙ + B or D |
| Moduriki Intoxicator | ↓ ↘ ↙ + B or D, → ↘ ↙ + B or D                         |
| Drunkier Twister     | ↓ ↘ ↙ + A or C   |
| Thunder Blast*       | ↓ ↘ ↙ ↘ ↙ ↘ ↙ + A or C                                 |

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JAN97



## FIGHTING GALS TEAM

### Kasumi Todo

This transplant from *Art of Fighting 3* has added a bit more strength to the team, but slows down the threesome's overall speed.

|                           |                               |
|---------------------------|-------------------------------|
| Ecstasy Crunch            | ↓ ↘ → + A or C                |
| Airborne Ecstasy Crunch   | During Jump, ↓ ↘ → + A or C   |
| Snow Peak Peach           | ↓ ↘ ← + A or C                |
| Invisible Body Blow       | ← ↘ ↓ ↘ → + B                 |
| Kasumi Special            | (near opponent) → ↘ ↓ ↘ ← + C |
| Fakeout Punch Kick Crunch | ← ↘ ↓ ↘ → + D                 |
| Ultimate Ecstasy Crunch   | ↓ ↘ → ↓ ↘ → + A or C          |

### Mai Shiranui

Mai has undergone some graphic tweaking and has lots of new animation that will keep those quarters and hearts pumping.

|                         |                             |
|-------------------------|-----------------------------|
| Kacho Sen               | ↓ ↘ → + A or C              |
| Ryu En Bu               | ↓ ↘ ← + A or C              |
| Flying Dragon Blast     | → ↓ ↘ + B or D              |
| Flying Squirrel Dance   | During jump, ↓ ↘ ← + A or C |
| Deadly Ninja Bees       | ← ↘ ↓ ↘ → + B or D          |
| Super Deadly Ninja Bees | ↓ ↘ ← ↘ ↓ ↘ → + B or D      |

### King

The butch bouncer has a new rising kick attack and wears much sturdier clothing that can't be knocked off like previous appearances.

|               |                        |
|---------------|------------------------|
| Venom Strike  | ↓ ↘ → + B or D         |
| Double Strike | ↓ ↘ → ↓ ↘ → + B or D   |
| Tornado Kick  | → ↘ ↓ ↘ ← + B or D     |
| Surprise Rose | ← ↘ → + A or C         |
| Mirage Kick   | ← ↘ ↓ ↘ → + B or D     |
| Trap Shot     | → ↓ ↘ + B or D         |
| Husion Dance  | ↓ ↘ → ↘ ↓ ↘ ← + B or D |



## KIM TEAM

### Kim Kap Hwan

The veteran Kim is still stuck with the oddest bunch (in terms of size), but there is more continuity (same joystick motions) between them which helps.

|                     |                             |
|---------------------|-----------------------------|
| Flying Slice        | ↓ briefly, then ↑ + B or D  |
| Crescent Moon Slash | ↓ ↘ ← + B or D              |
| Flying Kick         | During jump, ↓ ↘ → + B or D |
| Blowing Sandblaster | ↓ briefly, then ↑ + A or C  |
| Correct Cruncher    | ← briefly, then → + B or D  |
| Phoenix Flatteners  | ↓ ↘ ← ↘ → + B or D          |

### Chan Koehan

The biggest guy in the game has not received anything new and doesn't need it.

|                     |                              |
|---------------------|------------------------------|
| Breaking Iron Ball  | ← briefly, then → + A or C   |
| Spinning Iron Ball  | A or C repeatedly            |
| Flying Ball Breaker | ↓ briefly, then ↑ + B or D   |
| Big Destroyer Top   | Near opponent, → ↘ ↓ ↘ ← + C |
| Wild Ball Attack    | ↓ ↘ → ↘ ↓ ↘ ← + A or C       |

### Choi Bourque

The mini Freddy Krueger is up to his old antics and seems a bit beefier (in terms of moves) with a slightly longer reach.

|                     |                              |
|---------------------|------------------------------|
| Hurricane Cutter    | ↓ briefly, then ↑ + A or C   |
| Hinoh Kuretsuzan    | ↓ briefly, then ↑ + B or D   |
| Soaring Kick        | During jump, ↓ ↘ → + B or D  |
| Flying Monkey Slice | ← briefly, then → + B or D   |
| Flying Slice Dash   | ← briefly, then → + A or C   |
| Tornado Ripper      | → ↘ ↓ ↘ ← → ↘ ↓ ↘ ← + A or C |



## YAGAMI TEAM

### Iori Yagami

Kyo's rival and evil monger plays almost like his old self. He seems more powerful, but slower.

|                     |  |
|---------------------|--|
| Fire Ball           | → ↓ ↘ + A or C                           |
| Dark Crescent Slice | → ↓ ↘ + B or D                           |
| Deadly Flower       | ↓ ↘ + A or C, ↓ ↘ + A or C, ↓ ↘ + A or C |
| Dark Thrust         | ↓ ↘ + A or C                             |
| Scum Gale           | Near Opponent, ← ↓ ↘ + C                 |
| Maiden Masher       | ↓ ↘ + ↓ ↘ + A or C                       |

### Mature

This sexy assassin has a multitude of moves that confuse opponents and players alike. Many of her moves have lots of animation which demands finesse from anyone using her.

|                |  |
|----------------|--|
| Death Dowling  | ↓ ↘ + A or C, ↓ ↘ + A or C, ↓ ↘ + A or C |
| Metal Massacre | ↓ ↘ + B or D                             |
| Despair        | → ↓ ↘ + A or C                           |
| Decayser       | ← ↓ ↘ + A or C                           |
| Heaven's Gates | ↓ ↘ + ↓ ↘ + B or D                       |

### Vice

She complements Mature with some of the same moves with some twists to keep you guessing.

|               |                                     |
|---------------|-------------------------------------|
| Outrage       | ↓ ↘ + B or D                        |
| Rave Fest     | Diving jump, ↓ ↘ + B or D           |
| Gore Fest     | Near opponent, → ↓ ↘ + C            |
| Da Cide       | ← ↓ ↘ + A or C                      |
| Negative Gate | Near opponent, → ↓ ↘ + ↓ ↘ + A or C |



## BOSS TEAM

### Geese Howard

Geese shows that he is an enduring fighter who survived. Real Bout. A strong character who is best used defensively.

|                       |                            |
|-----------------------|----------------------------|
| Strong Wind Slash     | ↓ ↘ + A                    |
| Double Slash          | ↓ ↘ + C                    |
| Evil shadow Smash     | → ↓ ↘ + A or C             |
| Upper Body Blow       | ← ↓ ↘ + B                  |
| Middle Body Blow      | ← ↓ ↘ + D                  |
| Air Slash             | (Diving Jump) ↓ ↘ + A or C |
| Flying Sawblade Slice | → ↓ ↘ + A or C             |
| Rising Storm          | ← ↓ ↘ + ↓ ↘ + A or C       |

### Wolfgang Krauser

The rival boss to Geese has always been a bruiser and is effective on both offensive and defense.

|                    |                          |
|--------------------|--------------------------|
| Blitz Ball Upper   | ↓ ↘ + A or C             |
| Blitz Ball Lower   | ↓ ↘ + B or D             |
| Leg Tomahawk       | → ↓ ↘ + B or D           |
| Kaiser Suplex      | Near opponent, → ↓ ↘ + C |
| Kaiser Kick        | → ↓ ↘ + B or D           |
| Krauser Dual Sobes | ← ↓ ↘ + B or D           |
| Kaiser Wave        | → ↓ ↘ + ↓ ↘ + A or C     |

### Mr. Big

The nemesis behind Art of Fighting rounds out this group of toughs and is stronger here than in any of his previous appearances.

|                    |                    |
|--------------------|--------------------|
| Ground Blaster     | ↓ ↘ + A or C       |
| Cross Driving      | → ↓ ↘ + A or C     |
| Spinning Lancer    | → ↓ ↘ + B or D     |
| Kalifornia Romance | → ↓ ↘ + A or C     |
| Crazy Drum Jam     | A or C repeatedly  |
| Blaster Wave       | ↓ ↘ + ↓ ↘ + A or C |



## THE TIPS & TRICKS TEAM PICKS

These are some of the more popular team combinations in the office and as you'll see, we like to link fighters together in associated groups complete with team titles. We also have them going against another team to help you envision the match ups.



### THE ONSLAUGHT TEAM vs. THE BRUISERS

The Onslaught team consists of Kyo, Terry and Ryo who all have the familiar projectile/uppercut playing style. This team has power, good speed and a dizzying array of effective special attacks. The best order is Kyo (strong lead-off fighter), Terry (the enforcer should always go second) then Ryo (last-ditch cheapness). The Bruisers are pure powerhouses. The big guys Choi, Goro and Clark (he's small, but a grappler) are a slow force, but make up for it with brute strength. The best order is Goro (not too slow and is powerful), Choi (the enforcer) and Clark (fastest on the team.)



### STRIKE FORCE TEAM vs. THE BULLY TEAM

The Strike Force members are all pretty powerful, but their speed makes them ideal for this team. Andy Bogard is the wild card and should go first while Kim Kaphwan has the arsenal to back Andy up (remember the enforcer principle) Shii Kensei is the last-ditch cheap character who can bail you out with his fireballs and rising attacks



### THE SWINGERS vs. THE ALTERNATIVE LIFESTYLE TEAM

Robert Garcia has changed his outfit and sports the classic gold medallion decorating his open shirt. Mr. Big has always been a smooth dude while the newcomer Mature shows why she is so...mature! Mature should be first in the line-up with Mr. Big playing back up, finished off with the cheap patterns of Robert. The Alternative Lifestyle gang may have an identity problem, but they're no pushovers. Benimaru, King and Iori represent a pretty balanced force that needs finesse and patience to get maximum benefit. Benimaru should lead off with Iori second and King last. King is one of the best anchor fighters in the game with good cheap energy drainers



"The ladies love me!" says Mr. Big.



### BARE CHEST TEAM vs. THE SHORT PANTS TEAM

Everyone on the bare chest team has their entire upper body exposed and are the only three in the game that dress that way. Goro, Joe Higashi and Wolfgang Krauser may seem an odd trio, but they are united in fashion sense. Goro is the first fighter with Krauser second and the resourceful Joe last. The Short Pants team is made up of the only three fighters in '96 who sport short pants (not skirts) Joe is also on this team and joins Leona and Shii Kensei. The order should be Joe, Leona then Shii



Joe shows that he's not afraid to be the first member of the naked team.



### THE CUTIES TEAM vs. THE TOUGH LOVIN' WOMEN TEAM

The cuties are the lovable Yuri Sakazaki, Athena Asamiya and Mai Shiranui. The best order is Athena, Mai then Yuri. The Tough Lovin' Women are a hard group of gals who aren't afraid to smack their men around. Leona, King and Vice (tough chicks don't have last names) are enough to satisfy all the sadomasochists out there. Vice should lead with Leona then King



Schoolgirl outfit for Athena and military garb for Leona



### WACKY WARRIOR TEAM vs. THE LAUGHING TEAM

The wacky warrior team is made up of the more offbeat characters in the game. Chin Genzai and Choi Boungie are pretty obvious choices, but Kasumi is wacky in her own way—like when she looks up an english phrase in her dictionary to insult a fallen opponent. The order is Chin, Choi then the reliable Kasumi. The laughing team is one of my own inventions from '95, but it had only two members back then. This team has players who let out a laugh when they win! Kasumi and Krauser also laugh, but this team's main core is Joe Higashi, Iori Yagami and Kasumi Todo. The laughing order is Iori, Joe then Kasumi.



Joe and Chin face off.

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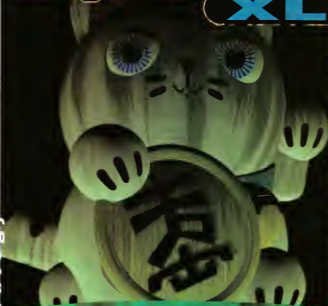


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# WIPEOUT XL

BY NIKOS CONSTANT



## WHAT YOU SHOULD KNOW...

- Wipeout XL is more arcade-like than the first game, which makes it a lot more fun—but a bit harder.
- The airbrakes are your greatest navigational asset. On the harder tracks you'll be airbraking at every corner.
- You can also use the up and down navigation buttons to help take some

super-tight corners. Also use them on jumps. Lower the nose to gain extra speed and raise the nose for an easier landing.

- Winning the race will often come down to getting the right power-up. The machine senses your position and will give you a break. Be patient on some of the harder tracks that you

may think are impossible. Keep plugging away and you'll find yourself with the gold.

- Hold down the thrust button all the time, even when braking.
- When your energy is below 25%, the Emergency E-pak energy power-up may appear. Don't rely on this; it's better to use the pits.





## RACECRAFT



Though you have four teams to choose from, it's best to steer clear of the Dixie ship. It's the hardest to maneuver, but this is the ship you'll win with in the long run.

## WEAPONS AND POWERUPS



Autopilot is the best powerup. Just be careful on disengaging because you might ram into a wall.



Electroblasts are nice because of the lock-on feature and their ability to deliver slowness.



The guided missiles can slow down enemies. The "Rear Lock" feature adds protection from behind.



Rockets are kind of a bogus weapon because they can't really take anybody out. Use them for passing.



Use shields when energy is low, or you hear the computer say "Mines." Otherwise, forget them.



Turbo Boost is harder to use than in the first game. You'll have to have reaction times to use properly.



Mines are just as irritating as in the first game. Use them right after a pass to slow down opponents.



Quake Disruptors are visually exciting and can take out a pack of opponents. Can be confusing.



The super bolt is the best weapon because it takes opponents out of the race. Hard to aim.

## RACE TYPE

START-UP MODE  
ARCADE  
TIME TRIAL  
ARCADE LINK  
ONE ON ONE  
CHALLENGE #1



1. ONE PLAYER 2. PHANTOM CHALLENGE 3. START RACE  
4. PHANTOM CLASS 5. SELECTION 6. RACE TRACK

SELECT

WHEEL

• After you've won the gold on the first six tracks in Arcade mode, a new Race Type will appear in the menu called "Challenge 1." The challenge is to get gold in all of the six races at Phantom Class with only three continues. A free continue is given to you if you place in the medal category. Beat Challenge 1 and two more tracks will be available for you to race on. Earn the gold on these tracks and

"Challenge 2" will appear in the Race Type menu. Now you have to beat all eight tracks in the Phantom Class with three continues. This race—called the Pironbo Challenge—is super hard. Your opponents will be spanking you up and down the track, so you'll have to race each course flawlessly. However, if you can get through the challenge, a special surprise awaits you: Red Bull.



**Talon's Reach**  
**Location:** Canada  
**Length:** 3.2 km  
**Height:** 74 meters

The easiest of all the tracks. You should be able to do Talon's Reach perfectly without even using the air brakes. Because of its simplicity, use this track to practice your race starts. They are very important.

You want to be accelerating with the power indicator somewhere in the last three sections of the gouge without maxing out your power. If you're moped out, your ship

will stall and you'll be way behind. A good start will jump you ahead at least four places in the race. Then you'll only have to maintain control of the vehicle and avoid slower ships.

Watch out for opponents trying to bump you into the walls and grab all Turbo Boosts to use along the straightaways. Get the hang of anticipating turns.



# VECTOR

When I say "anticipating turns," what I mean is that you're going to have to start memorizing the course and finding the places where you'll have to turn early to make the curve. A good place to practice on this course is right after the jump; you'll have a lot of speed but need to deal with some sharp corners. Just anticipate the turns before you

**Sagarmatha**  
**Location:** Nepal  
**Length:** 4.3 km  
**Height:** 153 meters



brain even thinks it's time to turn. You'll be going so fast that you'll have to make up for brain slowdown between your hands and your head.



You've made it to the venom tracks. This jungle course should be the place where you start to hone your anticipation skills. In the tunnels are some sharp turns that have to be made using air brakes and turn anticipation. Get these down and you'll be sailing through perfectly. Also watch out for the large jump right before you get back to the start. If you try to cut too much of the corner off with the jump, you'll be off the track and lose a lot of time.

You'll find that the best place to use autopilot is right by the start so that you'll automatically go into the pits.

### Valparaiso

**Location:** Chile

**Length:** 3.9 km

**Height:** 220 meters



# VENOM



### Phenitia Park

**Location:** Germany

**Length:** 3.8 km

**Height:** 137 meters

A course with some big hairpin turns and confusing tunnel action, Phenitia Park will take some practice. On the hairpins, crank on the airbrake/sharp turn combo to make it. As far as the tunnels are concerned, follow the light at the end. Just keep the craft steady

and don't bump into the tunnel walls because you'll get discombabulated if you lose the pace. The tunnel turns are very important to memorize because invariably they are the places where the race gets decided. You can also use autopilots.



**Gare D' Europa**  
**Location: France**  
**Length: 3.5 km**  
**Height: 179 meters**

This carnival course isn't really that difficult. The tricky part is that some of the turns involve severe uphill or downhill maneuvering that can be difficult. On the first uphill turn to the right, you are given the opportunity to turn early; do so. Try to maintain your speed in the uphill by using the Speed Ups. You'll head down to a tunnel that has an easy turn. Use the straightaway right before the pits for any Turba Boosts you might have earned. Just remember that the first turn after the pits is a doozy and then the following tunnel action is a little hard to negotiate when you're screaming through.

Use the other straightaway with the bumps for any Turbas you have remaining. The best place for outapilats is in the tunnels.

# RAPIER

The Odessa course is characterized by lots of jumps that lead into tunnels. Make sure that you aim right when you enter a tunnel or you'll get thrown off course and the track officials will be bringing you back. One nice thing about Odessa is that the pit stop is actually kind of easy to maneuver in and out of. If you're ever low on power, just hit the pits. The blind uphill turns can only really get conquered once you've got the course memorized, so this track might take a bit longer to master than others.

**Odessa Keys**  
**Location: Black Sea**  
**Length: 4.4 km**  
**Height: 121 meters**





### Vostok Island

Location: South Pacific

Length: 5.1 km

Height: 97 meters

A track that gives you a choice, Vostok seems to be the hardest in the game. Take the right path and you'll get speed boosts; the left gives you weapons. Personally I prefer the weapons because you may luck out and get on outopilot. You need them to win.

# PHANTOM

### Spilskinanke

Location: North America

Length: 4.0 km

Height: 82 meters

A track that's gone through an earthquake, Spilskinanke isn't as tough as you may think.

Anticipate the breaks in the course and you'll sail right around them.

Autopilots seem to pop up at the right time here, so you should be able to beat this track with ease.





Since there **isn't a huge difference** between *Virtua Fighter Kids* and *Virtua Fighter 2*, Sega has loaded the game up with **lots of neat stuff** to keep *Virtua Fighter* fans happy. We'll take a look at the most obvious difference first.

### Size Comparison

The reach of the characters has changed dramatically and takes some getting used to. When you block low, your head will tilt back from high punch attacks; this gives you an extra defensive edge. Since you have to be closer to hit opponents, you are a little more susceptible to a throw if you miss.



The characters' proportions are drastically different.



The punch range is similar to that of VF2...



...but there's a dramatic difference in the kicks.





## SELECT DURAL

Just as in other Virtua Fighter games, you can select Dural.



Put the cursor on Aikira and press **Down, Up, Right**, then **A + Left** simultaneously.



This will give you the Silver Dural.



Player 2 can get the silver Dural by doing the exact same thing.



You can also select the gold Dural by putting the cursor on Lion and pressing **Down, Up, Left**, then **A + Right** simultaneously.



If you want, both players can elect to be the gold lady. Each player (1P or 2P) must do the gold Dural code the same way.



Now you can play with two gold warriors!

## WIREFRAME MODE

To get the cool first-person wireframe mode, you must beat the game with the opponent level set on "hard". After you've done this, go into Arcade mode, hold **L** and **R** while selecting your character and...bingo!



This mode looks a lot like Nintendo's Punch-Out!!



Now you can see all of the cool facial expressions up close.

## Kage's Super Roll

You can perform Kage's mysterious roll with relative ease.



Select Kage and pick Kids mode.



Hold **Down + A + B** for two seconds, then release button **A** only. Watch Kage begin his roll of destruction.



The ninja is unstoppable!



## MOVIE ROOM

Once you beat the game, you will be treated to a cinema ending. These are saved and are viewable in the Movie room which will be a selectable option once you have beaten the game. There are certain conditions to be met, however. To see one of these special endings, first, you must not configure your energy bar to give yourself an advantage over the computer; it's best to leave it at the default levels. Also, the opponent difficulty must be set to "Normal" or higher. You can set the match time and rounds to anything you like, though.



Here in the theater, you can select the ending you want to watch.



Dural shows a brainwashed Sarah the face of her enemy.



Sarah sets out on her misguided mission.



Jody is knocked out.



While making her escape, Sarah runs into a Sega sign!

# Virtua Fighter KIds



## COOL CAMERA ANGLES



You can control the camera employed in the Viewing mode to see the action from many angles.



First, select the Viewing mode



At any time during the match, press **X** to change the camera angle. If you do not press another button, it will automatically cycle through all the views. This also works in VF2 for the Saturn, except you can't select views manually.



Pressing **Y** will go to a view that is slightly above Player 1.



Pressing **Z** will switch to a view that allows you to look through the eyes of Player 1.



Pressing **A** will place the camera low behind Player 1.



Pressing **B** takes you high behind Player 1.



Pressing **C** makes the camera rotate low around the other edges of the ring.



Press **L** to view the action from an overhead angle.



Press **R** to get the normal replay view.

## SPECIAL STAGES

Jacky and Sarah had a special stage in Virtua Fighter 2 which would only appear when they fought each other. This feature has been retained in VF KIds, and there are also two never-before-seen stages that only appear when Pai fights Pai or when Shun fights Shun.



This classic stage is redone for the kids with new posters on the wall.



Pai fights in a colorful kid's room complete with toys.



This is a weird Shun stage where it appears that gigantic Shun robots are being manufactured. Could Shun be a robot or is this one of Dural's evil plots?



**HIT REPLAY**

When you perform certain special attacks, there will be a three-camera replay similar to Fighting Vipers.



Pa's P, P, P, K combo gets a special replay... ..and another...

...and yet another!

**EXXXTRAS****De-select and Return:**

In any mode except View, you can de-select a character by pressing **B**. This is handy when you pick a fighter accidentally. You can also press **B** to return to a previous menu or when you want to exit a mode. (In arcade, vs. and team modes, you must be at the character-select screen to make this work.)

**Sound Room**

Check out the VF Kids music tracks and sound effects in the sound room. This option is there from the beginning and is not to be missed.





# SUPER MARIO 64

## Strategy Guide Part 3

by Peter Dinklage

### What you should know...

- This is the last installment of our three-part strategy guide for the greatest video game ever made. To recap, there are a total of 120 stars: six stars per level and one extra star for when you find over 100 gold coins. In addition there are 15 Secret Stars that can be earned from hidden levels, talking to Toad, catching rabbits, etc.
- Practice the triple jump, the wall jump and the long jump. You won't be able to finish some of the levels unless you have these skills down pat.
- Once you've found all of the stars, sit tight for the next Mario surprise: Yoshi!

7 x 15 = 105 Stars/Course

3 Bowser Stars

3 Switch Stars

2 Princess Slide Stars

1 Fishbowl Swim Star

1 Rainbow Flight Star

3 Toad Talking Stars

2 Rabbit Catching Stars

Total Stars: 120

### Toad Talk



Walk in all of the Toads to find the three Secret Stars that they're keeping. One can be found on the second floor and the other can be found on the top level.

### The Clock



The entrance to Course 15 has a cool feature: Enter the clock when the big hand is on the 12 and all of the gears on the level will stop turning, enabling it easier to reach some of the stars.

# Course 11



Super Mario 64



Star 1

Move the box to backflip up to the top of the level. Throw the purple pipe and he'll be destroyed. Then creep out onto the plank to the platforms hanging above the arena. Watch out for the zappers that are flying around. Jump out to the star hanging above the square platform.



Star 2

Raise the water level up a notch using the indicated spout. Jump onto the newly floating platforms and use the invisible blocks to reach the star that's located in the far corner of the arena. Watch out for the zappers, they'll push you off the moving blocks.



Star 3

Drain all of the water out of the arena. Then break apart the box that's in front of the cage. Climb to the top of the vertical wall and hit the switch to make the water appear; they'll take you to the top of the cage. Ride the elevator down. Before you reach the bottom, jump off and quickly run inside the cage, waiting for the elevator to reach the bottom. Backflip back onto the elevator inside the cage. The elevator will take you up to the third star.



Star 4

Fill the arena completely with water and do a double jump up to the pink bomb guy's platform. Go to the cannon and shoot yourself to the opposite corner of the arena. You'll land in a cage. Swim down the tunnel and into the water-covered land. Drain this level; the spout is located in the corner where you came out of the underwater tunnel. Get the See-Through Mario Hat and be sure to press the switch behind the buildings as you run for the cage in the corner. Get the star by jumping up on the box.



Star 5

Push all of the invisible boxes and break all of the coin boxes. Make sure you get all five; a star will appear on the platform in the middle of the arena. You're going to have to fill the place up with water again to reach the star.



Star 6

Collect all of the red coins in the underwater city. You'll have to do some wall jumping to reach the coins that are all located in boxes. Break the boxes to get the coins. The star will appear in the middle of the building next to the central courtyard.

Nintendo 64 strategy  
Nintendo 64 strategy  
Nintendo 64 strategy



# Course 12

## Star 1



Look at the pink bomb guy that is in the crevice just before you reach the monkey. Use the swing on the wooden pole above to reach the platform that holds the coin. Shoot yourself in the place shown above and you'll hit the star that's hanging above the mushroom off of the cliff.

## Star 2



Collect all eight red coins. Four of them are located on mushrooms and the other four are on the ledges above the rock throwing groundings. The star will appear on a mushroom off of the cliff that you can reach with a long jump.

## Star 3



Do a long jump in the opposite cliff past the waterfall. Climb across the top of the vines to the very top of the level. There you'll find a star just hanging around. You'll be landing back this same round to get the sixth star. You just have to wait for the monkey to come up this way so that you can reach the star that's trapped inside a cage.

## Star 4



The star behind the waterfall can be had by doing a double jump off of the cliff. It looks unbelievable, but Mario will grab on to the cliff ledge and pull himself up behind the waterfall. You will have star number six!

## Star 5



After you've made the long jump past the waterfall to the opposite cliff, look for the shimmering hidden entrance. You'll be able to run down a course to the fifth star. Watch out for the dead end that will try to fool you.

## Star 6



Go back up to the top of the cliff and corner the monkey. He will knock down the star in the cage and you'll be able to retrieve it from the bottom of the waterfall.

# Course 13



Super Mario 64

Nintendo 64 strategy  
Nintendo 64 strategy  
Nintendo 64 strategy



Star 1

Start as big Mario and head over to the first size converter by the red chopping plant. Change to small Mario and kill all five of the plants by jumping on their heads. When you've exterminated the fifth plant, a star will appear.



Star 2

As big Mario, go to the top of the level and do a back slump on the pool of water. All of the water will drain. Change to little Mario and go inside the hole that has been uncovered. Inside you'll fight the caterpillar. Jump on his head three times and he'll shrink to a smaller size and give you a star.



Star 3

As little Mario, climb up almost to the top of the level past the purple guy. Find the 7 box and run it with your head to find the third star. This can be done before finding stars 1 and 2, but do it in whatever order is easiest for you.



Star 4

As little Mario, climb up the hill and find Koopa. This is another race! Just follow Koopa the first time to see where you have to go and then start the level to beat him. To win, you'll have to use a lot of long jumps to gain extra speed and distance, especially when it comes to the plank that the wind blows you back. Koopa will be able to pass you here, so be sure to get enough of a lead to reach the Roggole in time. If you win, Koopa will give you a star.



Star 5

As little Mario, go past the red switch, the entrance to the level is directly in front of you. Go back with all of the enemies and make it to the top of the level and the mini entrance at the beginning of the level. Get all five and a star will appear on the platform that you can only reach by hitting the 1 switch.



Star 6

As little Mario, climb along the outside to the entrance of the level's entrance. Collect all of the red coins. To get the one in the far corner, double jump up to the grating on top and make Mario go hand over hand to the coin. The star will appear on the ledge below you.



# Course 14

## Star 1



Enter the level with the clock on the floor. All of the gears will be stopped so you can climb up the platforms to collect all of the red coins. You can do this without having the platforms stopped, but it is very hard and dangerous.

## Star 2



Star 2 can be had easily with the platforms stopped as well. Just climb up all of the platforms and gears and get the star that's located in the cage.

## Star 3



Go into the level with the gears moving and climb onto the first moving arrow. Ride it around to the star that's nestled into a hole in the wall. Easy as pie!

## Star 4



You can get to this star with everything stopped as long as you have awesome skills at controlling Mario, especially when it comes to double jumping. This star is located on a far-off corner; once you get up there it's really easy to get.

## Star 5



Another star that can be had with everything stopped. Just be sure that you can double jump and long jump well. Jump off the box to the platforms below as shown above and climb up the ladders that stick out of the wall. Jump into the cage for star 5.

## Star 6



Go into the level with all of the gears working. Climb to the top and get on the second moving arrow. Jump off onto the moving platform and do a double jump when the block comes down. Jump up to the platform with the star and you'll have all six.

# Course 15



Super Mario 64

Nintendo 64 strategy  
Nintendo 64 strategy

Star 1



After you get off the first carpet ride, go straight past the spinning platforms. Collect all of the red coins by jumping up the structure that holds them. You'll have to do a lot of backflips and even a couple of wall jumps to reach everything. The star appears at the bottom of the structure.

Star 2



After you get off the first carpet ride, go left past the spinning platforms. Go past the obstacles and go up the wooden platform. Take the route and you'll find the second star just past a fire pit.

Star 3



After you get off the first carpet ride, go right past the spinning platforms to the second carpet ride. Take the next carpet junction left and go up the level until you reach the floating ship. Get the star, but watch out that the wind doesn't blow you off the level.

Star 4



After you get off the first carpet ride, go right past the spinning platforms to the second carpet ride. Take the next carpet junction right and go up the level into and out of the castle. On the way back in, jump onto the table and then back on the carpet to reach the top. At the top of the castle is another star.

Star 5



After you get off the first carpet ride, go left past the spinning platforms. Go past the obstacles and go past the wooden platform that you climbed for star 2. Then the 10 coins and climb up the pyramids to get the fifth star on the platform just past the pyramids.

Star 6



Double jump up to the pink bump guy in the red cone structure. Go to the cannon on the ship and shoot yourself through the rainbow for the last star of the level.

TIPS & TRICKS

DECEMBER 1996

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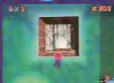
# FINAL BOWSER



To kill the final Bowser, you're going to have to throw him into his favorite trees. The first two throws are easy; you can just nudge him over to the general direction of a tree to zap him with a short throw. But then it's harder because the screen will lock into a box, so it throws are key.



## Flying Level #2



Flying Level #2 can be found on the floor that has the entrance to levels 14 and 15. It actually looks the same as the entrance to level 15, except that instead of jumping from the left platform into the entrance, you have to jump from the right platform into the entrance. In this level you have to fly around and collect the eight red coins. Use the flying hats and cannons to get around. Don't forget the coin in the middle of the cloud that you can fly through, and the coin that's underneath the level with the poles. If you fall, you won't lose a life, but you'll end up back outside the castle.





Remember to get all of the eight red coins to find another Secret Shop at the end of the platform level of the Final Bowser stage. Also, watch out for Bowser's fire and energy droids that will take away your power. After every throw, Bowser will break off a chunk of the arena. At the end of the second throw Bowser will break away the arena into the shape of a star, so don't fall off the edge! With Bowser dead, you'll be treated to a look at the end of the game. Here's a sneak peek for all of the kids out there who can't afford a Nintendo 64 Fan Machine yet.



**Yoshi!**



Once you've collected all of the 120 stars, you'll notice that the grating outside that has been covered through the whole game has finally been uncovered. Get in the cannon and shoot yourself up to the top of the castle.

There you'll find some 1-ups, a Flying Mario



Red? Fox and your old pal Yoshi'll be cruising around on the roof so you can just go up and talk to him. Here you'll find a special message from the programmers and Yoshi will give you some special gifts. First you'll get 100 lives and second, you'll be able to do a triple jump that makes stars fly out of Mario's butt. Is there any significance to all this? Are there extra levels in which you'll need the jump and the 100 lives? Is this a hint as to the direction of the next 644 Mario game starring Yoshi? The mystery continues...







































# St+

**Secret Cheat:**  
Write: To enter a cheat code, press **START** to pause, then highlight "Music Volume" at the "game" menu. Now write one of the codes shown below, the word "Cheaty!" will appear at the top of the screen if you've done it right. Some of the codes only have temporary effects and will wear off after a few minutes.





# WIN! The Ultimate Gaming Rig!!

**OVER \$20,000<sup>00</sup>**  
**IN PRIZES!**



**You have the POWER.** In this contest you don't rely on the luck-of-the-draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

**Computer Contest.** Win a blazing fast computer with 200 Mhz Pentium, 16 meg. RAM, 2.3 Gb. HD, 5X CD-ROM, 17" monitor, Windows 95, modem and more!

**Video Game Contest.** Play on the hi-tech cutting edge with this line-up: Sony Playstation; Sega Saturn; Virtual Boy; 3DO; and Nintendo 64! Get all five or trade the ones you don't want for CASH! Bonus options include: 33 inch monitor, \$1,000 in games, cash, accessories and more!

**Media Rig Contest.** The Ultimate Gaming Environment, 40 inch monitor, 130 watt receiver w/ Dolby Digital Surround Sound, and all components shown. Win DSS Satellite Receiver as a **BONUS OPTION!** This rig will blow you away!!

**We're talkin' GAMING HEAVEN!**

**Directions.** Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

**In the future.** There will be four more puzzles at \$2.00 each and one tie-breaker at \$1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

## Mystery Word Grid

|   |   |   |   |   |                  |
|---|---|---|---|---|------------------|
|   | H |   |   |   | MYSTERY<br>WORDS |
|   |   | E |   |   |                  |
| P | I | N | C | H |                  |
|   | R |   |   |   |                  |
| S |   |   |   |   |                  |

**WORD LIST and LETTER CODE chart**

PINCH .....W PRESS.....K BLAST.....A WRECK.....D  
BREAK.....Z PUNCH.....S SPRAY.....C TURBO.....V  
STOMP.....T STAND.....R PRESS.....E DREAM.....O  
CRUSH.....I SCORE.....H SLAM.....L CHASE.....F

**MYSTERY WORD CLUE:**

WORLD JILERS HAVE IT AND IN THIS CONTEST YOU HAVE IT

## Yes!

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☐ (\$3.00) Video Game Contest  
☐ (\$3.00) Media Rig Contest  
☐ (\$5.00) SPECIAL! Enter them all (SAVE \$4.00)

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11. *Journal of the American Medical Association*, 277:1033-1034, 1997

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• **View Records / Return to Main Menu** The next-to-last menu item brings up a quick description of how the League Mode works; there's really nothing here that you can't figure out on your own just by playing the game in League Mode for a while. The last

## Subject: Gas, Chem. and it's made

1 and 8 buttons at the main menu when choosing any game mode. When the fighting begins, you'll see that both characters have enormous heads.

**Custom Camera**  
Press **START** during a battle to pause the game. Choose **CUSTOMIZE**, then, at the op-

back. Note that this trick will stay active for the rest of the round, that is, if you want to play with the polygons again, just hit **START** and you'll be back in the "custom camera" mode.

PMV Result

Also on this screen—while the words "Press Start Button" are flashing—press any

**Stage 3B**  
Again, at the title screen—while the words “Press Start Button” are flashing—press and hold C, then B, then A, then Up, then L. Next, release A, then C, then L, then Up. You’ll hear a voice say, “Black hole on

...the center

**SKIP AHEAD ONE LEVEL:** Hold A, B, C and Up and press L.

**SKIP BACK ONE LEVEL:** Hold X, Y, Z and Up and press L.

**BUGS**

## up the secar

Now press **F, A, R, Y, Down, Right, A, 1, Down**. (The **1** represents the button on top of the controller - not left on the D-pad.) You'll hear the bag yell, "Niko!", now start the game. When you want to skip to the next stage, hold the **1** button at any time and press **Up** on the D-pad. To warp to the previous stage, just hold **1** and press **Down**.

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At the title screen, press Up, then Right now.

**CLOCKWORK KNIGHT 2**  
Ban Javel.  
Choose "Bosses Galore" from the main menu, then when the "Bosses Galore" title

"Boys" on the screen.

Choose "Part 2" from the main menu, then—when the Clockwork Knight 2 logo appears and the words "PRESS START BUTTTON" are flashing on the screen, press Right, Up, Left, Down, Right, Down, Right, Up.

Press **Up** or **Down** on the D-pad to choose a way across, then use the **X** and **Z** buttons to

Right, Left, Down: The word "Ending" will appear on the screen. Now choose "Start" to see the cinematic sequence from the end of the game, including the hero's final curtain call.

**Secret Screen**  
 Chivalry Knight 2 uses the internal disc

1990-1991, 1992-1993, 1994-1995, 1996-1997, 1998-1999, 2000-2001, 2002-2003, 2004-2005, 2006-2007, 2008-2009, 2010-2011, 2012-2013, 2014-2015, 2016-2017, 2018-2019, 2020-2021, 2022-2023, 2024-2025, 2026-2027, 2028-2029, 2030-2031, 2032-2033, 2034-2035, 2036-2037, 2038-2039, 2040-2041, 2042-2043, 2044-2045, 2046-2047, 2048-2049, 2050-2051, 2052-2053, 2054-2055, 2056-2057, 2058-2059, 2060-2061, 2062-2063, 2064-2065, 2066-2067, 2068-2069, 2070-2071, 2072-2073, 2074-2075, 2076-2077, 2078-2079, 2080-2081, 2082-2083, 2084-2085, 2086-2087, 2088-2089, 2090-2091, 2092-2093, 2094-2095, 2096-2097, 2098-2099, 2100-2101, 2102-2103, 2104-2105, 2106-2107, 2108-2109, 2110-2111, 2112-2113, 2114-2115, 2116-2117, 2118-2119, 2120-2121, 2122-2123, 2124-2125, 2126-2127, 2128-2129, 2130-2131, 2132-2133, 2134-2135, 2136-2137, 2138-2139, 2140-2141, 2142-2143, 2144-2145, 2146-2147, 2148-2149, 2150-2151, 2152-2153, 2154-2155, 2156-2157, 2158-2159, 2160-2161, 2162-2163, 2164-2165, 2166-2167, 2168-2169, 2170-2171, 2172-2173, 2174-2175, 2176-2177, 2178-2179, 2180-2181, 2182-2183, 2184-2185, 2186-2187, 2188-2189, 2190-2191, 2192-2193, 2194-2195, 2196-2197, 2198-2199, 2200-2201, 2202-2203, 2204-2205, 2206-2207, 2208-2209, 2210-2211, 2212-2213, 2214-2215, 2216-2217, 2218-2219, 2220-2221, 2222-2223, 2224-2225, 2226-2227, 2228-2229, 2230-2231, 2232-2233, 2234-2235, 2236-2237, 2238-2239, 2240-2241, 2242-2243, 2244-2245, 2246-2247, 2248-2249, 2250-2251, 2252-2253, 2254-2255, 2256-2257, 2258-2259, 2260-2261, 2262-2263, 2264-2265, 2266-2267, 2268-2269, 2270-2271, 2272-2273, 2274-2275, 2276-2277, 2278-2279, 2280-2281, 2282-2283, 2284-2285, 2286-2287, 2288-2289, 2290-2291, 2292-2293, 2294-2295, 2296-2297, 2298-2299, 2300-2301, 2302-2303, 2304-2305, 2306-2307, 2308-2309, 2310-2311, 2312-2313, 2314-2315, 2316-2317, 2318-2319, 2320-2321, 2322-2323, 2324-2325, 2326-2327, 2328-2329, 2330-2331, 2332-2333, 2334-2335, 2336-2337, 2338-2339, 2340-2341, 2342-2343, 2344-2345, 2346-2347, 2348-2349, 2350-2351, 2352-2353, 2354-2355, 2356-2357, 2358-2359, 2360-2361, 2362-2363, 2364-2365, 2366-2367, 2368-2369, 2370-2371, 2372-2373, 2374-2375, 2376-2377, 2378-2379, 2380-2381, 2382-2383, 2384-2385, 2386-2387, 2388-2389, 2390-2391, 2392-2393, 2394-2395, 2396-2397, 2398-2399, 2400-2401, 2402-2403, 2404-2405, 2406-2407, 2408-2409, 2410-2411, 2412-2413, 2414-2415, 2416-2417, 2418-2419, 2420-2421, 2422-2423, 2424-2425, 2426-2427, 2428-2429, 2430-2431, 2432-2433, 2434-2435, 2436-2437, 2438-2439, 2440-2441, 2442-2443, 2444-2445, 2446-2447, 2448-2449, 2450-2451, 2452-2453, 2454-2455, 2456-2457, 2458-2459, 2460-2461, 2462-2463, 2464-2465, 2466-2467, 2468-2469, 2470-2471, 2472-2473, 2474-2475, 2476-2477, 2478-2479, 2480-2481, 2482-2483, 2484-2485, 2486-2487, 2488-2489, 2490-2491, 2492-2493, 2494-2495, 2496-2497, 2498-2499, 2500-2501, 2502-2503, 2504-2505, 2506-2507, 2508-2509, 2510-2511, 2512-2513, 2514-2515, 2516-2517, 2518-2519, 2520-2521, 2522-2523, 2524-2525, 2526-2527, 2528-2529, 2530-2531, 2532-2533, 2534-2535, 2536-2537, 2538-2539, 2540-2541, 2542-2543, 2544-2545, 2546-2547, 2548-2549, 2550-2551, 2552-2553, 2554-2555, 2556-2557, 2558-2559, 2560-2561, 2562-2563, 2564-2565, 2566-2567, 2568-2569, 2570-2571, 2572-2573, 2574-2575, 2576-2577, 2578-2579, 2580-2581, 2582-2583, 2584-2585, 2586-2587, 2588-2589, 2590-2591, 2592-2593, 2594-2595, 2596-2597, 2598-2599, 2600-2601, 2602-2603, 2604-2605, 2606-2607, 2608-2609, 2610-2611, 2612-2613, 2614-2615, 2616-2617, 2618-2619, 2620-2621, 2622-2623, 2624-2625, 2626-2627, 2628-2629, 2630-2631, 2632-2633, 2634-2635, 2636-2637, 2638-2639, 2640-2641, 2642-2643, 2644-2645, 2646-2647, 2648-2649, 2650-2651, 2652-2653, 2654-2655, 2656-2657, 2658-2659, 2660-2661, 2662-2663, 2664-2665, 2666-2667, 2668-2669, 2670-2671, 2672-2673, 2674-2675, 2676-2677, 2678-2679, 2680-2681, 2682-2683, 2684-2685, 2686-2687, 2688-2689, 2690-2691, 2692-2693, 2694-2695, 2696-2697, 2698-2699, 2700-2701, 2702-2703, 2704-2705, 2706-2707, 2708-2709, 2710-2711, 2712-2713, 2714-2715, 2716-2717, 2718-2719, 2720-2721, 2722-2723, 2724-2725, 2726-2727, 2728-2729, 2730-2731, 2732-2733, 27

January 1, February 14 or December 25 to get different title screens.  
Control the Level 1 Boss  
It's tough to get this code to work, but if you use the 999 Lives and Stage Select cheats, you'll have a better chance at trying.  
Here goes: As soon as the snake boss appears in the "Kid's Room" boss stage, you

X—Toggle the room light on or off  
If you press the **START** button on Controller 2, the computer will take over and go after Pepperoniouchu again.  
Control the Level 2 Boss  
You can also control the monkey best in the *Chadwick-Bowser* level. After the stage

**COLLEGE SLAM**  
Secret Tense  
At the College Slam title screen—while the words “Press Start” are flashing—press Left (L) or Right (R) to reveal the hidden C or S. You’ll have

## How well do you...

screen appears and the announcer says, "Today's match-up..." quickly rotate the D-gal 120° clockwise like so:  When the game starts, your player will be a mini tornado who can knock opponents down just by running into them.

## Hirsh, Gershon, &amp; ...

At any time during a race, press **A + B + C** simultaneously. This will hide all of the gauges and meters on the screen to give you a clear view of the action.

### Extra Credits

At the "Game Start/Option" screen, press **X**, **A**, **L**, **R**, **Left**, then hold **L** and press **X**, **C**, **Z**, **Right**, **Right**. You'll hear a sound to confirm the code. Now start the game and you'll find that both players have nine continue cycles instead of the usual three.

—Alex Soto

Also at the "Game Start/Option" screen hold **B**, then press **X**, Right, Left, **X**, 2, L, **X**. You'll hear an explosion to confirm the code. Now start the game and hold the fire button for your rapid fire.



It's a super-dick dog on the beach... and looking at these girls isn't making it any better!

Just the reverse begins to slowly highlight relevant characters, as an indispensable person trying to decide which rights to defend.



you got to keep him as a playable character. Guess note that Papien will not appear in the American version of *Fighting Vipers* for the Saturn, but boy, do we wish he could!



## John DeLillo's 5 things

Again, at the "Game Start/Options" screen, hold X then press Z, C, L, R, Left & R. You'll hear a sound to confirm the code. Now enter the Option menu to find two new difficulty settings, "Easy Easy" and the extremely difficult "Advanced".

## DAYTONA USA

### Easy Mode

On the beginning track, you'll see a dot as you pass by three stars. Each time you pass it, press the A button to stop one of the dots. If you get three Ts, you'll receive extra time.

### Jeffrey's Secret

On the expert track, as you approach the Jeffrey statue, push the X button repeatedly to make the Jeffrey statue rotate and stand on its head.

### Merle Mode

In "Secret Mode," if you hold START while making your choice at the "Select Your Car" screen, you can race in time trials by yourself.

### Easy Mode

In "Secret Mode," if you hold START while making your choice at the "Select Your Car" screen, you can race in time trials by yourself.

### Merle Mode

In "Arcade Mode," hold up on the D-pad while making your choice at the "Select Your Car" screen. Then, during the race, press up to make the words to the Daytona theme song appear at the bottom of the screen.

### Easy Mode

At the title screen, while the words "PRESS START BUTTON" are flashing, press the D-pad diagonally in the Down/Right position and hold the L, R, and Y buttons. With all of these buttons held, press START. At the next menu, release the buttons and choose Saturn Mode. Now you have an extra car to use with a total of 18 available vehicles.

### Secret Home Track

If you can finish in first place on each of the three tracks on Normal difficulty using in "Secret Mode," you'll get two new vehicles, one manual and one automatic. Immediately, they're not out but hidden.

### Easy Mode

At the title screen, hold the D-pad diagonally in the Up/Left position, hold the X, Z, A, and R buttons and press START. All the next menu, release the buttons and choose Saturn Mode. Now you can play on the new (automated) gray (normal) home track.

### Easy Mode

Choose a home and use the Engine's track in Saturn mode. If you win, you'll earn two more "vehicles" called "House 2," houses that are being fought by baby houses.

### Easy Mode

During deep within the data of the Daytona CD are excerpts of 73 different voice files. Some are of the past and present. To hear them, you must enter a secret that's high enough to put your rank on the high score table. Once you've done, enter the initials as shown to hear different tones.

### Easy Mode

A-Z—Main theme from Alter Ego; K-A-Z—"Mysterious Power" from Alter Ego; K-Z—Title theme from Alter Ego.

## SEGA SATURN

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## the game's seven different endings

• In **Story Mode**, when the character intro sequence appears, your character will have a level of 200; you'll also have 200,000 status points to fully raise up your strength, agility, intelligence, mental powers, agility and luck ratings.

• In **Story Mode**, a stage select menu will appear after you choose your character.

• In **Story Mode**, you can refill your life points at any time by holding **X** and **Y** and pressing up. If you hold **X** and **Y** and press **Down**, you'll die instantly!

• In **Story Mode**, you can stop to different screens using the following commands:

Hold **R** and press **START** to stop ahead scenes.

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Hold **R** and press **START** to stop ahead scenes.

Hold **R** and press **START** to stop ahead scenes.

no matter how many times you try.

• In **Endings—Down, Up, Right, A, Left, START**. Enter this code, then choose "Main Game" to see the ending sequence.

• In **Endings—Right, Right, B, C, A, START**. The cheat code allows you to attract power enemies by circling into them. However, your mech will also take damage if you use this attack.

• In **Endings—X, Y, Z, Up, Down, START**. Your attack will double for the duration. This code also doubles your maximum hit points.

• In **Endings—B, B, Up, C, START**. If you rotate your mech's turret with this code in **Story Mode**, the turret will not automatically return to the forward position when you release the button.

• In **Endings—Down, Left, C, C, START**. When you enter this code, you can adjust the height of your mech at any time with the buttons on Controller 2. Press 2 on Controller 2 to go up, 3 to go down or A to reset to the default height.

• In **Endings—Up, Left, Right, C, A, START**. This makes the game more difficult by disabling your mech's targeting cursor.

• In **Endings—B, B, Down, C, START**. This makes the game more difficult by disabling your mech's radar system.

• In **Endings—Down, C, C, A, START**. This makes the game much more difficult; your enemies will shoot at you much more aggressively.

• In **Endings—Up, Left, Right, C, A, START**. This makes the game more difficult by disabling your mech's targeting cursor.

• In **Endings—B, B, Down, C, START**. This makes the game more difficult by disabling your mech's radar system.

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• In **Endings—Down, C, C, A, START**. This makes the game much more difficult; your enemies will shoot at you much more aggressively.

each one, one at a time. When you press B at the first screen, you'll see all of the main bosses again for a second to confirm the code. Now select the "Time Trial." When the "Comma Select" menu comes up, highlight any of the three tracks, hold the X button and press A. You'll be sent to a secret workshop course with no specific path from start to finish. The background scenery will match that of the track you highlighted in "Comma Select" menu. Press the Y button to get a pop-up window with an overhead view.

## COMPANIONS

When you play *Iron Storm* in Campaign Mode, you can't use the "Comma Select" menu to get control of the enemy forces to other players. However, if you're in the middle of a campaign and you want to take control of the CPU forces, just access the "Sound" option from the system menu, go to the "Main" list option and set the BGM to "1st." Now highlight the "SE" (sound effect) option and listen to all 118 sounds with the C button. Once you've triggered all of the sound effects, return to the system menu and you'll find that you can access the "Comma Select" menu to set up a multiplayer game.

**Secret Attack Configuration Menu**  
When entering an attack, a statistics screen will appear just before the animated sequence that shows the attack being carried out. If you press the A button on Controller 2 immediately as the statistics screen appears, you'll get a secret configuration menu that allows you to change the way the animated sequence looks. Change the weather from "None" (normal) to "Rain" (rain), "Sun" (sun) or "Moon" (moon), or change the camera setting to any of nearly 100 pre-programmed camera movements (the default "100" gives you the recommended camera setting for that battle). We'll try to figure out what "None" means by next issue.

## IRON STORM SECRET CODES

**Victory—Victory—Victory**  
At the title screen, after the words "PRESS START UP!" appear, press X, Y, Z, B, C, R, A, Up, Up, START. You'll see immediately to the "Victory" table, a small panel machine which actually leads to the game code sequence that plays when you beat the game. You'll only have a short time to play it before the credits roll, but hey, it's something!

If you're some kind of nut who wants to watch the ending credits without playing the "Victory" table, use this code at the title screen instead: C, B, A, R, C, Y, Z, B, Down, Down, START.

On the title screen, you might get a bit more out of this cheat than the average American gamer. At the title screen—when the words "PRESS START UP!" appear—press Up, Down, Down, Left, Right, Left, Right, X, R, B, C, START. You'll be sent to a storage debugging menu with different views of information. The only thing you can play with is the small window that says "CPU," which, if you "CPU" a CPU (in Japanese), moves the arrowpointer to the

"Weapon" button and area A. You'll get a list of items in the window above it. To see or hear an item, highlight it with the cursor and A button, then point to the "Play" button and area A. The items that start with the letters "CD" are the digital audio tracks from the CD, and the items that end with "CPU" are full motion video scenes, most of the others will look up the Saturn, as will the "CD" and "CPU" items as soon as you're done playing.

**Countdown**  
At the title screen, after the words "PRESS START UP!" appear, press Up, Up, Up, A, R, C, Down, Down, X, Y, Z, START. You'll hear a sound of a second to the clock. Now start the game at any time during play (on any table), hold the X button and press Up; you'll see two sets of numbers appear in the bottom right corner of the screen. Change the number on the right by pressing Up or Down on the D-pad, then press X to trigger one of the current table's special moves, for example, on the "Gladiators" table, each of the following moves can be activated by pressing 2 when the counter number is set as follows:

- 10—Mudball
- 11—Smash (Mudball)
- 12—Smash (Mudball)
- 13—Smash (Mudball)
- 14—Smash (Mudball)
- 15—Smash (Mudball)
- 16—Smash (Mudball)
- 17—Smash (Mudball)
- 18—Smash (Mudball)
- 19—Smash (Mudball)
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- 97—Smash (Mudball)
- 98—Smash (Mudball)
- 99—Smash (Mudball)
- 100—Smash (Mudball)

To remove the numbers from the screen, hold A and press Down while the numbers are gone. Hold Y and press Up to pause or unpauses the game without obscuring the screen, or hold Z and press Up repeatedly to trigger the animation area "Pause" at the bottom.

**Secret Menu**  
Last Gladiators uses the internal clock of the Saturn to play funny tricks on you. Assuming you have entered the date and time correctly at the Saturn's "System Settings" menu, you can use a hidden-the-screen view of the making of the game before the title screen appears if you load the game between 0:00 and 11:59 A.M. At any other time of day, you'll get the standard FMV introduction. If you want to watch the hidden scene at any other time, just change the Saturn's internal time clock at the "System Settings" menu and load the game.

## RECOMMENDATION

**Best Menu**  
When the "Victory" screen appears during the introduction, press Down, Up, Left, A, Right, Down, & Y. There will be no signal to confirm, but when you get to the Main Menu, you'll find a new option called "Smash!" In this option to activate new charts including one-on-one battles and more ways to find Smiles, Jada and Neo Sator.



Iron Storm's battle scenes are truly amazing, up and down, as the game's story, the battle scenes are truly amazing.

Iron Storm's battle scenes are truly amazing, up and down, as the game's story, the battle scenes are truly amazing.

SHHH!





saturn tides





### STREET FIGHTER

**Stage select**  
At the title screen, after Higgins gets hit by the second boss, Right, Left, Right, Left, A, B. B then enters a "World Select Mode" menu.

**Power Up**  
At the title screen, enter the password 3034 and SELECT. You will have 30 of each item.

### TECHNIQUE: THE POWERED WORLD

#### Easy Game Mode

At the title screen, hold Down, A, and B, then press START. You'll start the game with less initial health.

### THE 100% POWERED ADVANTAGE

**Plaza**  
Adventure 2 New Mexico 1875, 333-4229  
Adventure 3 Ancient Greece 470 BC, 555-4267  
Adventure 4 Medieval England 1194, 555-4262  
Adventure 5 Sea Series 1,693,000 BC, 555-4776  
Adventure 6 Shopping Mall, 555-6071  
Adventure 7 School Ranges, 555-2389

### STAGE

#### Round

Level 1, Room 10—B-X-W  
Level 2, Room 10—D-X-X  
Level 3, Room 10—D-X-S-Y  
Level 4, Room 10—H-X-Z  
Level 5, Room 10—D-X-I  
Level 6, Room 10—D-X-S-Y  
Level 7, Room 10—L-X-D  
Level 8, Room 10—M-X-I  
Level 9, Room 10—H-X-Z  
Level 10, Room 15—P-X-X  
Level 11, Room 5—Q-X-E  
See the Credits

At the title screen, hold Up + A + B until the names appear.

### STAGE SELECT

**Stage select**  
Enter Up + B + Y as you powered, then press the START button. A stage-select menu will pop up on the title screen.

### STAGE SELECT

#### Round

#### Stage

#### Stage

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#### Stage

START to access a "Starting World" menu. Start 1000 25 Miles.

At the main screen, while you come in being shown, hold A + B and press Up. Down to start the stage with auto motion.

**Power Up**  
At the main screen, while your score is being shown, hold A + B and press SELECT. Up. Down to start the stage with auto motion.

### STAGE SELECT

#### Round

#### Stage

#### Stage

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### STREET FIGHTER

**Power Up**  
At the title screen, after Higgins gets hit by the second boss, Right, Left, Right, Left, A, B. B then enters a "World Select Mode" menu.

### STREET FIGHTER

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At the title screen, after Higgins gets hit by the second boss, Right, Left, Right, Left, A, B. B then enters a "World Select Mode" menu.

### STREET FIGHTER

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# TIPS & TRICKS SELECT GAMES



**Key, you—listen up!** This isn't your typical "review/preview" section. The purpose of "Select Games" is to show you a bunch of games that are out there—or are coming out soon—so YOU can decide which ones you'd like us to cover with in-depth strategy guides in future issues! See that postcard that's stuck between pages 66 and 67? Rip it out and write down the names of the games you're interested in. Stick a stamp on it and mail it in, we'll total up the responses and give you the kind of coverage you asked for!

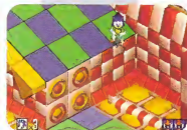
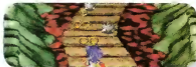
## SONIC 3-D BLAST

Sega • 11/96



Sonic is back at home on the Genesis and boy, does he have a surprise for you! His new cartridge game has an angled 3-D perspective and packs in some amazing extras that will have you staring at your Genesis in disbelief. After a brief full motion video clip—yes, HMV on a cartridge!—you are treated to beautifully-rendered story cinematics and then to the game itself. Dr. Robotnik is up to his old schemes again and it's Sonic's job to stop him. There are seven

zones with three acts per zone and several bonus rounds per zone—it adds up to quite an adventure. Tails and Knuckles make cameo appearances as Sonic searches for Chaos emeralds on Flicky Island. Developed by Travellers Tales—of Toy Story and Mickey Mania fame—Sonic 3-D Blast has all of the earmarks of another classic 16-bit action game: great graphics, cool tunes and excellent gameplay.



## T&T Pick

The elite "Tips & Tricks Pick" is given to those select few games that are highly recommended by the T&T staff after we've tested them thoroughly. Many hot games that are previewed here are not eligible for the pick until they are considered "reviewable" by the publisher, which means they're finished or nearly finished. Pay special attention to the picks; these are our favorites!

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**KILLER INSTINCT GOLD**

Nintendo • 11/96

All those who have been waiting for a home version of *Killer Instinct* that equaled or even surpassed the arcade game will wish they had a Nintendo 64. *Killer Instinct Gold* is a special version of *KI* that is comprised mostly of stuff seen in *KI 2*, but the backgrounds are rendered by the N64 and the characters are bigger than in the coin-op. All the characters from *KI 2* are present in *KI Gold* and have some new features exclusive to the N64 version. There is a cool practice mode in which you can polish your skills at the nuances of the game, learn all of the basic attacks and the timing of combos. There are new modes

of play and a host of other features that we don't even know about yet. Look for cool secrets in T&T soon.

**VIRTUA FIGHTER 3**

Sega • 10/96



One of the most heavily anticipated titles has been the next installment of the Virtua Fighter series. *Virtua Fighter 3* is here and new standards in graphics and gameplay have been set. A total of thirteen characters are selectable, including the mysterious Boss Dural. The gameplay is mostly the same with the addition of

an extra button for dodging and escaping. The floor of some stages is slanted while others have varying boundaries which add substantially to the advantage certain characters will have over others. Wat's in a tizzy over this one!

**RESIDENT EVIL 2**

Capcom • 4/97

This puppy is still a while away, but news about the hot sequel to *Resident Evil* is slowly making its way out of Japan. The game focuses on a new generation of soldiers who must face the terrors that lurk within the confines of Raccoon City. Expect the adventure to be even longer than the original, rumor has it that Capcom is considering the possibility of having the game span two CDs! The new cop, Leon S. Kennedy is joined by Elza Walker as the heroes of this sequel and are

bound to run into a host of undead friends, starting in the Raccoon Police Department! This is definitely a T&T Pick contender for '97.

**MARVEL SUPERHEROES: WAR OF THE GEMS**

Capcom • 12/96

The Marvel Super Heroes are ready to tear into your Super NES and wreak havoc.

*War of the Gems* is the unofficial follow-up to last year's *X-Men* game on the Super NES, now you're in control of four new heroes who join Wolverine, the web-slinging Spider-Man, the massive Hulk, powerful Iron Man and the patriotic Captain America are the new cast members. You select a stage to attack and then pick the character you want to

tackle the mission with. Each character has traits that are best suited to each stage and it will require trial and error to figure out the best choice for stages like the Amazon, Avengers Mansion and Doctor Doom's fortress among other.





## VECTORMAN 2

Sega • 11/96

Last year's big hit for the Genesis comes back with new and longer levels. Vectorman has all of his old moves as well as a variety of new abilities; he can morph into a tank, helicopter, tornado or even a pair of skates. There are also koss that will cause him to change into a shell bug, scorpion, rhino beetle, tick or fire ant, each of which gives him different powers. If you remember how cool the bonus rounds were in the first game, you'll be pleased to see the new and exciting areas in Vectorman 2, especially the tunnel, space and invader bonus rounds. Developed in the U.S. by Blue Sky Software

## X-WOMEN

Sega • 1/97

Fans of the female members of the X-Men can finally rest easy knowing that their favorite mutant heroines are breaking loose on the Genesis. X-Women has Rogue, Jean Grey and Storm leaving the boys at home and setting out to stop the latest menaces to the world. The gameplay, graphic quality and challenge level are similar to those of the previous X-Men games produced by Sega; you can think of this one as X-Men 3.

## MR. DO!

Black Pearl • 10/96

Universal's Mr. Do! is a classic arcade game with a cult following. It's one of the more memorable "maze games" of all time. Combining elements of Namco's Pac-Man and Dig Dug, this cartridge conversion recreates the audio-visual charm of the original game with ease. More importantly, players of the '90s should find Mr. Do! to be a perfect example of how game designers of the early '80s rarely allowed the graphic limitations of the era to get in the way of great gameplay.

Shake it, Mr. Do!

## POWER RANGERS ZEO BATTLE RACERS

Bandai • 10/96

The Power Rangers don't hand all of their battles on their feet; when the time comes, they hop on their bikes! Battle Racers puts you in control of six of earth's heroes (including the mysterious gold ranger) and two bad guys, a Cog and King Mondo. There are 16 big courses to do battle on with split-screen action for one or two players. Each character has a different vehicle, including hovercrafts, dune buggies, jet cycles, quadra fighters and three-wheel choppers. Multiple race modes include Bumper Chase mode, which is like a demolition derby where you try to run your opponent off the road.

## DISNEY'S PINOCCHIO

T+HQ • 11/96

T+HQ has acquired the rights to this action game starring the enduring Disney character Pinocchio, the little wooden puppet who became a real boy (Whoops... hope we didn't ruin the plot for anybody). Pinocchio features most of the elements that have become the hallmarks of Disney-licensed cartridge games: traditional side-scrolling platform action, smooth animation and music from the original feature film. It's a two-megabit adventure developed by veteran Game Boy development house NMS Software.

## SUPER BREAKOUT / BATTLEZONE

Black Pearl • 10/96

Game Boy owners continue to enjoy the flow of on-the-go versions of the classic arcade games of the '80s. This time it's the Atari hits Battlezone and Super Breakout in one cartridge with enhanced color borders for Super Game Boy owners. Battlezone's green-line vector graphics are faithfully reproduced, and Super Breakout includes three extra variations on the traditional ball-and-paddle action: "Progressive" (in which the bricks move toward you), "Double" (with two balls and two paddles) and "Covity" (with two extra balls trapped behind the bricks). Developed by Solid Software.

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NINTENDO 64: Star Wars: Shadows of the Empire, Tetrasphere, Wave Race 64, Mortal Kombat Trilogy, Killer Instinct Gold, Crus'n USA  
GENESIS: Madden '97, Ultimate Mortal Kombat 3, NBA Live '97, Toy Story, World Series '96, Triple Play-Gold Edition, NHL '97, Poolshantis  
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"Are you guys do\$ing crazy?! We won't make any money!" - Thomas Vincent, Chief Financial Officer  
"My bum itches." - Douglas Dent, President

\* Why are you looking down here? Don't you believe us?!! Well, it's true!!

accessories

hint books

large pieces of lint



## TOMB RAIDER

Eidos • 11/96

Tomb Raider puts you in the shoes of adventurer Lara Croft (sort of a female Indiana Jones) and follows close behind as she tries to explore 15 long, polygon-rendered levels spanning four different zones. The game is played in a complete 3-D environment; it's like a cross between Resident Evil and Super Mario 64, but with more shooting. There's also lots of exploration and problem solving. The game

has a "gym" to practice moves and supports the memory card for saving progress (you really need one.) A Saturn version is also due before the end of the year.



## MACHINE HEAD

Eidos • 11/96

A horrible virus has overrun the world, warping the landscape and mutating living creatures into hostile enemies. You are the planet's last hope, having been surgically transformed into a part man/part machine fighting force. Travel across virus-ridden terrain as you accomplish mission objectives and try to stay alive! Many different weapons can be found and used—and you'll need them to waste the hordes of uglies that roam what's left of the earth these days. Your vehicular body moves pretty quick and you'll find yourself utilizing the stop-and-go technique most often in the early levels.



## NBA IN THE ZONE 2

Konami • 11/96

Konami has added lots of extras to NBA In the Zone 2. All the teams are here with full 12-man rosters and 348 real NBA players. You now have the option of customizing and creating players, substituting and making unlimited player trades. The graphics are also sharper

than in last year's edition; when you create a player and give him a name, you'll see that name on his jersey during the game. You can play a full season or just the playoffs and championships, the play-by-play is improved and the passing is more refined.



## COOL BOARDERS

Sony / UEP Systems • 12/96

Couch-potato snowboarders can now enjoy the thrill of being out on the slopes without heading down to the nearest ski resort. Cool Boarders features play on five different courses that require speed and

stunt skills to complete successfully. You can play as a guy or gal, choose your clothing, the type of board and finally the color of the board. Due to the difficulty of some of the later tracks and the thrill of performing dangerous stunts, the game has good replay value and has solid control to boot. All this and some hidden secrets, too.

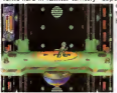


## MEGA MAN 8

Capcom • 12/96

Just when you thought you had seen the last of him, Mega Man pops up in another sequel that you swear you'll never play, but eventually end up buying because it's a good game. The latest chapter features our favorite hero in familiar territory

with improved graphics. There are a bunch of new bosses that will cough up new weapons for our buddy Rock to use. The sound quality is the best the series has ever had, due in part to an eerie surround-sound effect; Capcom's experience with Q-Sound is paying off. Very challenging, long and hard to resist.



## TOBAL NO. 1

Sony / Square • 11/96



Though the company is best known for its RPGs, Square has something very special for fighting game fans. Tobal No. 1 is a great 3-D fighter, but it's also an action/adventure game. Quest mode views the action from behind your fighter as you make your way through

dungeons, collecting items and completing objectives between the one-on-one fights. There are eight regular characters and three bosses. Combat is similar to Virtua Fighter, but uses the D-pad for 3-D movement with an assigned "jump" button.





## PERSONA

Atari • 12/96

RPG fans can finally look forward to a mature game with storyline and environment far removed from traditional wizards and dragons. *Persona* tells the story of a group of young people who must deal with the supernatural to solve a mystery. The

combat view is similar to that of Capcom's *Breath of Fire*, an angled perspective with the camera behind the players facing the enemies. The game is very long and will take you through a variety of strange situations that keep things interesting.



## SLAMSCAPE

Vicom • 11/96

Have you been waiting for a smooth 60-frames-per-second shooter with sharp graphics and 360° movement? *SlamScope* may be just what you're looking for. Free yourself from the *SlamScope* simulator by zip-

ping around in your Slamjet, hopping and firing a variety of fun and interesting weapons for both offense and defense. The neatest feature is the interactive soundtrack by God Lives Underwater, it's not too bad.



## VIRTUAL ON

Sega • 11/96

The "dueling robots" arcade smash is very close to arriving for your Saturn system. The gameplay has your robot squaring off against another using an assortment of lasers and bombs. You move around the playing field using obstacles to shield yourself and get in position for maximum offensive and defensive advantage.

maneuvering frequently to get the edge. You can challenge a friend with the two-player split-screen mode or play alone against the computer. The game supports the Sega flight stick and is also expected to be compatible with the Nights analog controller.



## WORLDWIDE SOCCER '97

Sega • 11/96

Lucky Saturn owners are about to experience one of the finest soccer games ever. *Worldwide Soccer '97* has impressively fluid movement that looks so real, your mom will freak out when she sees the game. 48 international teams compete in exhibitions, tournaments and all-out world championships. You can

create players and control weather and stadium selection. Your players have a wide variety of moves and animations which not only look good, but are effective as well. The soccer logic and artificial intelligence are as real as the graphics and that means it doesn't get much better than this.



## TEMPEST X

Interplay • 11/96

Everyone who always wanted to play *Tempest 2000* but didn't want a Jaguar can now rest easy and play it on your Saturn or PlayStation. *Tempest X*—as it's now known—has game variations from the Jaguar cart plus a new "Tempest X" mode as well as the options of having

a drone or second player join in. The PlayStation version has a really spaced-out mode called "Trippy Tempest" which leaves glowing trails of light on the screen, at press time we were not able to determine if this surreal option would appear on the Saturn.



...television...is the retina of the mind's eye...



## SAN FRANCISCO RUSH

Atari • 12/96

From the company that brought you coin-op racing hits like *Hard Drivin'* and *Roadbusters*, Atari Games' latest driving game takes place on the streets of San Francisco. The graphics are

sharp and the speed is intense as you cruise over bridges and fly off chunks of unfinished highway. Eight cars are selectable and at least three tracks are included, with many hidden passages that cut lap time or lead to secret areas.





## WAVE RUNNER

Sega • 11/96

It was just a matter of time before Sega made its mark on the recreational sport simulators. Wave Runner is a jet ski game with all the bells and whistle you expect from Sega. There are two courses with two views and the machines can be linked for four players. Contributing

to the game's realism is an actual Yamaha jet ski that is built into the hydraulic cabinet. This allows the cabinet to move up, down, left and right for an incredible motion experience.



## TUROK, DINOSAUR HUNTER

Acclaim • 12/96



Turok, Dinosaur Hunter sets so many graphic and animation benchmarks that it will be difficult for many Nintendo 64 developers to catch up. Fortunately, there is quite a game for us to enjoy as well, it's both challenging and tough. There aren't a lot of levels, but that's because they are huge and di-

verse in appearance. Turok will have plenty of goodies to play with, including an unbelievable nuke-type weapon. Developer Iguana Entertainment has paid an extraordinary amount of attention to things like environment damage from weapons, a photo-realistic waterfall and steam rising from anything that would warrant it in real life.



## VIRTUA COP 2

Sega • 12/96

The sequel to last year's smash arcade and Saturn hit is very close to coming home. Virtua Cop 2 continues the saga of the Virtua Police Department in Virtua City. This time, the cops are joined by a female newcomer for two-player simultaneous action—though you'd think that with three cops

there should be a three-player option. The game is much tougher than the first installment and is packed with more enemies and on-screen carnage.



## SEGA TOURING CAR CHAMPIONSHIP

Sega • 11/96

The latest arcade racer from Sega continues the tradition of Daytona USA and Sega Rally: Touring Car gives you a choice of four different cars and three different courses on which to compete against friends or computer opponents. There are the standard choices of automatic and manual transmission along with alternating racing views. The deluxe sit-down versions feature two Gull Box speakers in the headrest and a sub-woofer under the seat for added vibration. There are 3-D sound effects and a soundtrack provided by renowned Japanese recording artists AVEK TRAX.



## Other New Game News

- Street Fighter Alpha 2 for the Super NES should be out by the time you read this. It has all of the arcade characters and looks like a good conversion.
- Daytona USA Championship Edition will hit the Saturn by year's end and with a split-screen for one or two players. The graphics and frame rate have been improved along with the addition of two new tracks and some new cars.



- WaveRacer 64 is the latest offering from Nintendo and it looks and plays great. You have a choice of four different jet skis and a multitude of courses and play modes, including scoring for performing different stunts.
- Konami has a new Castlevania adventure for both the PlayStation and Nintendo 64 along with Metal Gear for the PlayStation sometime next year.

**FIGHTING-GAME TOP 5 LISTS**

Each month, **TIPS & TRICKS** teams up with **Catapult Entertainment** to bring you a recap of the top fighting-game fanatics who have dominated the **XBAND** Video Game Modem and Network, defeating foes from all over the country. This issue's lists cover the month ending **October 1, 1996**. If you want to get into **XBAND**, stop by your local Electronics Boutique, Software, Etc., Babage's or Toys 'R' Us store, or visit Blockbuster Video and check out the **XBAND** instructional/demo video—it's a free rental!

**GENESIS**

1. -(O.G.187)—4,069
2. -(Pyrate69)—3,731
3. THE GAME DEMON—3,710
4. -(Maverick18)—3,625
5. Radjan—3,523



1. \*Storm Shadow—4,001
2. PHOR—3,916
3. -(Erection Sp.)—3,712
4. NECRON—3,587
5. -(Pyrate69)—3,543



1. Koma—3,996
2. THE UNKNOWN XXX—3,958
3. MK3 Champion—3,942
4. Tribute—3,931
5. WARLOCK!!!—3,908

**SUPER NES**

1. Mr. Win Collector—4,193
2. Phat Lady -TGF—4,018
3. ViRu5 (U\*D)—4,011
4. gorbys birThmark—3,968
5. iron MonkeY-TgF—3,917



1. SIZZAHANDZ P.I.—5,103
2. Jack LOVES Brie!—4,756
3. WaR GoD—4,738
4. LATIN A55A55IN—4,694
5. The Witch Doctor—4,559



1. Da GIMP—8,756
2. L ord G ame G od—8,380
3. Mr. Wizard—8,190
4. CybeR CriP (U\*D)—8,156
5. 5 e i f e r t—8,076



# GAME GENIE

**Codes for use with  
Galeob's Game Genie Video Game Enhancers**

## Urban Strike Super NES

DD3C-1682 + DD3C-16E2—Start with 0 missiles  
103C-1682 + DD3C-16E2—Start with 100 missiles  
A63C-1682 + DD3C-16E2—Start with 200 missiles  
E73C-1682 + DF3C-16E2—Start with 500 missiles  
363C-1682 + D73C-16E2—Start with 1000 missiles  
E63C-1682 + 5E3C-16E2—Start with MEGA missiles  
DD3S-1882 + DD3S-18E2—Start with 0 rockets  
103S-1882 + DD3S-18E2—Start with 100 rockets  
A63S-1882 + DD3S-18E2—Start with 200 rockets  
E73S-1882 + DF3S-18E2—Start with 500 rockets  
363S-1882 + D73S-18E2—Start with 1000 rockets  
E63S-1882 + 5D3S-18E2—Start with MEGA rockets  
DD3E-4682 + DD3E-46E2—Start with 0 shots for the gun  
103E-4682 + DD3E-46E2—Start with 100 shots for the gun  
A63E-4682 + DD3E-46E2—Start with 200 shots for the gun  
E73E-4682 + DF3E-46E2—Start with 500 shots for the gun  
363E-4682 + D73E-46E2—Start with 1000 shots for the gun  
E63E-4682 + 5E3E-46E2—Start with MEGA shots for the gun  
DD8E-C872 + DD8E-C8E2—Start with 0 armor  
108E-C872 + DD8E-C8E2—Start with 100 armor  
A68E-C872 + DD8E-C8E2—Start with 200 armor  
E78E-C872 + DF8E-C8E2—Start with 500 armor  
368E-C872 + D78E-C8E2—Start with 1000 armor  
E68E-C872 + 5E8E-C8E2—Start with MEGA armor  
C2C9-C4D0—Infinite fuel  
3CAC-360F—Infinite ammo  
D784-42D6—Start with 1 life  
D984-42D6—Start with 5 lives  
D884-42D6—Start with 9 lives  
7484-42D6—Start with 50 lives  
1084-42D6—Start with 100 lives  
C2C5-40D6—Infinite lives

## The Jungle Book Game Gear

19C-26E-7F8—Very little flash time after getting hit  
99C-26E-7F8—More flash time after getting hit  
3AC-20E-2A2—Infinite energy  
AFC-1FE-19E—One hit and you die  
C3B-7DE-4E1—Invincible

## NFL Quarterback Club '96 Genesis

A8HT-AAE4—Infinite timeouts  
RYZA-ABYT—Infinite play clock time  
ACEA-CAFS—It's always 1st down  
PWAA-DJTO—Touchdowns are worth 2 points  
PWAA-DNTO—Touchdowns are worth 3 points  
PWAA-DTTO—Touchdowns are worth 4 points  
PWAA-DYTO—Touchdowns are worth 5 points  
PWAA-D6TO—Touchdowns are worth 7 points

# GAME SHARK

**Codes for use with Interact Game Products'  
Game Shark Video Game Enhancers**

## PLAYSTATION

### Beyond the Beyond

80103884-FFFF—Infinite Cash  
801149FO-FFFF—Quick Level Gain P1  
80114A78-FFFF—Quick Level Gain (Annie)  
80114800-FFFF—Quick Level Gain (Percy)  
80114888-FFFF—Quick Level Gain (Samson)  
80114C98-FFFF—Quick Level Gain (Edward)  
80114C98-FFFF—Quick Level Gain (Tony)

### Casper

8007F01C-0064 + 8007EA28-0001—Infinite Health  
8007EA28-0001—Brass Key  
8007EA2C-0001—Iron Key

### Final Doom

800A834C-0001—Map  
800A83F8-0001—Rapid Fire  
800A8388-0001—Shotgun  
800A83A0-03E7—Shotgun Shells  
800A83BC-0001—Super Shotgun  
800A8394-0001—Rocket Launcher  
800A8380-03E7—Rockets

### The King of Fighters '95

80088454-00CF + 8008CFA0-00CF—Infinite Health, Player 1  
8008858800CF + 8008CFAZ—Infinite Health, Player 2

### Project Overkill

8009978E-0164 + 800997DA-0064—Infinite Health P1  
800997DC-5464 + 800997DE-0064—Infinite Ammo  
80058DA0-0001—Green Key  
80058DA0-0001—Orange Key

## SATURN

### Battle Monsters

F5000914-C305 + 86002800-0000—Master code (must be entered)  
160377F0-0064—Infinite Health P1  
160377F8-0064—Infinite Health P2

### Rebo-Pit

F5000914-C305 + 86002800-0000—Master code (must be entered)  
1609D698-0090 + 1609D6E8-0090—Infinite Health P1  
160A09E4-0090 + 160AA7EA-0090—Infinite Health P2  
160A09E4-0000 + 160AA7EA-0000—No Health P2

### Three Dirty Dwarves

F5000914-C305 + 86002800-0000—Master code (must be entered)  
16048B5E-0007—Infinite Skills (on Normal Difficulty)



# Letter from Betty



Hi!

It's me - Betty. I wanted to write to tell you about the most amazing McDonald's I've ever happened upon, right by the World Trade Center and New York Stock Exchange. Fresh flowers, art deco chandeliers, a stock price display, and a doorman. Your order is delivered to your table where the attendant staff brings you a placemat, napkins, and utensils. And the McHarro plays the grand piano while you eat ("Broadway tunes, classical reggae, and romantic favorites").



But McDonald's seems to be frequented by plenty of German and Japanese tourists with fishing backpacks. A dessert menu comprised of proteins delivered from a midtown Manhattan patisserie makes for a seminal fast food experience. So between trips to McDonald's I've been going to school, watching a lot of Rap City, and playing my Turbo Express (See arcade at school is pathetic.) I've also discovered Goldenberg's Original Peanut Chews, the chocolate is dark. Bye!



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